
Ops and Tactics: Handy Armory Manual

Armory

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Chapter I

Equipment

Weapons

Weapons are classified by size. Medium or smaller sized weapons can be used with one hand. Large or larger sized weapons require two hands to use.

Firearms Tables

Firearm The name and model of the firearm.

Caliber The caliber the firearm fires. Multiple listings with an “or” means that the firearm can chamber and fire any of the listed calibers. Multiple listings with an “and” means that the weapon can chamber both rounds at the same time. The value in the parentheses is the standard dice damage for the caliber and the Caliber Recoil Penalty for that caliber.

Magazine The size of all available magazines for the firearm, how much each one costs, and what kind of feeding mechanism the firearm uses. Listings of specific firearms means that this firearm uses that type of magazine, and they are interchangeable, if the magazine size, firearm model, and caliber match on both firearms.

Magazine listings are given as **Type:Size:Cost**. Size listings separated with a | indicate that multiple sizes are available for that price. Listings separated with a / indicate a new size:cost pair.

Bigger Magazines in Guns

It's not uncommon for a character to use a larger magazine than the firearm is equipped with. When doing so it makes the firearm harder to conceal.

The following rules are for firearms that are Small size or smaller:

- When using a magazine that holds up to 3 more rounds than the standard equipment magazine, there is no change.
- When using a magazine that holds 4 or more rounds than the standard equipment magazine, the character gains a -1 to Stealth to conceal that firearm for every 4 rounds that magazine holds beyond the standard equipment magazine.

The following rules are for firearms that are Medium size or larger:

- When using a magazine that holds 4 or less rounds than the standard equipment magazine, the character gains a +1 to Stealth to conceal that firearm.

Upgrade Points (Upg) The type of upgrades the firearm can accept.

F Frame / **B** Barrel / **O** Optics / **T** Tactical

Range Increment (Rng) The range increment for the firearm. All shotgun range increments effects both their damage and range. All benefits from upgrades have been already calculated in the weapon's range increment.

The number in parenthesis is the range of the firearm without the optical attachments. When putting on a different optic, use this number.

Rate of Fire (RoF) The rate of fire for the firearm or the action of the firearm.

Single Action (SA) Single Action requires the hammer to be pulled back before firing again. Single action firearms that take box magazines or have internal magazines are considered semi-automatic firearms. All Single Action firearms gain a +1 attack bonus on all single shot and potshot attacks. Single Action firearms with cylinders cost +1 Combat Points when performing a single shot attack.

Double Action/Single Action (DA/SA) Double Action/Single Action where the first shot is a heavy double action pull and the second is a crisp single action pull. DA/SA firearms are considered semi-automatic firearms. All single shot attacks after the first gain a +1 attack bonus. The first shot has no bonus or penalty, but the hammer may be cocked back for 1 Combat Points, giving a +1 attack bonus for the first shot.

Revolver Double Action (RDA) Revolver Double Action is similar to DA/SA but every shot is a heavy double action pull. Double Action firearms are considered semi-automatic firearms. The hammer is exposed and can be cocked back for 1 Combat Points, gaining a +1 attack bonus on single shot attacks.

Double Action Only (DAO) Double Action Only is similar to DA but the hammer can not be cocked back. Double Action Only firearms are considered semi-automatic firearms.

Preset Action (PA) Preset Action, the action is at half-cock giving a light trigger pull. Preset Action firearms are considered semi-automatic firearms. All single shot attacks have a +1 attack bonus.

Lever Action The firearm has a lever that must be worked after each shot. Attacks cost +3 Combat Points when firing from a prone position, but -1 Combat Points when performing single shot attacks. Lever action firearms can perform single shot and potshot attacks.

Pump Action The firearm has a pump on the forearm that is worked back and forth to cycle a new round. Pump action firearms can perform single shot and potshot attacks. Pump action firearms require two hands to use, regardless of their size.

Slam A subset of pump action. Firearms with this have no disconnect and will discharge if pumped while the trigger is held down. Slam firearms require two hands to use, regardless of their size.

Bolt Action The firearm has a bolt that must be worked after each shot, expending the empty round and reloading a new round. All single shot attacks have a +1 attack bonus, but cost +1 Combat Point. Bolt action firearms can perform single shot and potshot attacks. Bolt action firearms require two hands to use, regardless of their size.

Self Loading (SL) Each pull of the trigger reloads the firearm. It is synonymous with semi-automatic, and self-loading firearms are considered semi-automatic firearms.

Burst fire (2RB/3RB) Stands for burst fire, in 2RB and 3RB variants. 2RB Stands for 2 round burst, which allows the firearm to perform 2 round burst fire attacks, and 3RB stands for 3 round burst, which allows the firearm to perform 3 round burst fire attacks.

Fully Automatic (Auto) Stands for fully automatic where the firearm will continue to fire as long as the trigger is pressed down. The firearm can perform autofire, suppressive fire, sweepfire, sprayfire, or burst fire attacks. Slow autofire means the weapon has a slow rate of fire. Slow autofire fires less rounds per second, giving a more controllable rate of fire. Slow autofire can perform single shot attacks, double tap attacks and potshot attacks, but can't perform burst fire attacks. Medium autofire has a standard rate of fire. It has no penalties or bonuses to its attacks. Fast autofire fires more rounds per second, putting more bullets downrange. It has a -2 attack penalty to all autofire, suppressive fire, burst fire, sweepfire, and sprayfire attacks, but gains +1 dice damage on all autofire, suppressive fire, burst fire, sweepfire and sprayfire attacks.

S Slow / **M** Medium / **F** Fast

Single The firearm can only hold a single round and must be reloaded after every shot. Single shot firearms can perform single shot and potshot attacks.

Double The firearm has two triggers that can be depressed at the same time, to perform a double-fire attack, or one at a time to perform two single attacks, such as single shot or potshots.

Open Bolt (OB) The bolt locks back and slams forward with every pull of the trigger. Open bolt firearms have a -2 attack penalty for

single shot attacks, a -1 penalty for all multi-shot attacks and -1 Combat Point when reloading. They can't have a round chambered and can't be cycled without firing a round.

Closed Bolt (CB) The bolt is closed on a full chamber. Firearms are assumed to be CB unless otherwise stated.

Size (Sz) The size of the firearm. The smaller size denotes how large the weapon is when it is folded up, while the larger size denotes how large the weapon is fully extended, or assembled.

Weight (Wt) How much the firearm weighs with all of the accessories attached that are listed. The weight is in lbs.

Wealth Point Cost The cost of the firearm to purchase, not including the license.

Error Range (Err) The range of error the firearm possesses when purchased brand new.

Standard Equipment

What you receive when you purchase the firearm, fully assembled. If the firearm has a permanent piece of equipment, that equipment cannot be removed or modified. These listings only include anything above and beyond the empty firearm. The listings also modify any statistics to the firearm, and have already been calculated into any changes. All frame upgrades present on the firearm are built in from the factory and do not occupy any upgrade points.

Handguns

"First of all, the feeding ramp is polished to a mirror sheen. It's not going to have any feeding problems. The slide's been replaced with a reinforced version. And it meshes perfectly with the frame. The frame itself has been iron-welded and scraped down multiple times for maximum precision. The front strap part of the frame has been checkered to make it dig into the hand. That prevents any slipping. The sight system's original, too. It's a 3-dot type. It's got an enlarged front sight, giving it superior target sighting capability. The regular hammer's been replaced with a ring hammer. That enhances the cocking control and increases the hammer-down speed. They also reworked the grip safety to accommodate the ring hammer. Looks like they eliminated it altogether. This is a tool for pros. The thumb safety and the slide stop are extended to allow for more precise handling. The base of the trigger guard is whittled down, so you can use a high grip. And the trigger itself is a long type for easy finger access. The trigger pull is about 3.5 pounds. That's about a pound and a half lighter than normal. The magazine well has been widened to make it easier to put in a new magazine. The magazine catch button has been cut down low to make it harder to hit by accident. The mainspring housing has been changed to a flat type to increase grip. And it's even been fitted with stepping so that it doesn't slip from the recoil when firing. On top of that, they added cocking serrations to the front part of the slide. That lets you load and eject cartridges faster in an emergency. Whoever did this is a professional. No question - this thing could shoot a one-hole at 25 yards in a machine rest." —John

A handgun is a firearm designed to have the potential to be held and operated by one hand, although not necessarily used that way. This characteristic differentiates handguns as a general class of firearms from long guns such as rifles and shotguns (which are usually mounted against the shoulder). Major handgun subtypes are the revolver and pistol, and are split into various subtypes based on size and use.

There are handguns that are available to suit nearly any budget. Low-cost models featuring simple operating systems, crude manufacturing, and low-quality materials are widely produced, while more reliable and sophisticated service weapons that are suitable for more active use form the middle of the market. At the high end are advanced custom pistols, produced for Olympic-class target shooting, exclusive private collections, or specialized forces, such as SWAT.

Handguns differ from long guns in the fact that they are generally regarded as more personal weapons: The style, model, and even caliber, can tell quite a lot about a character, and they are generally selected by hand, rather than issued. Handgun selection generally mirrors personal preference out in combat, more so than long guns as a handgun is generally always worn, and only drawn when needed. They are also easier to conceal than a long gun, allowing for a seemingly unarmed appearance when worn with the correct holster and clothing. A handgun should always be chosen carefully, the character's personality, backstory, and preference should definitely have some sway and appearance in their choice.

Modern Handguns

The handguns listed under this section represent the selection from the mid-1950s to the present day. These are the mostly commonly encountered handguns in this day and age.

Modern Holdout Handguns A holdout handgun is a handgun designed as a last ditch defensive weapon, to be drawn when all other weapons are compromised. Holdout handguns go well with a pocket holster, conceal carry holster, ankle holster, or tummy holster, but can also be stuck in a belt holster if one wishes.

Holdout handguns generally make poor sidearms, because of low capacity, weak calibers, or lack of barrel length to get the desired accuracy at a distance one would use a sidearm. They are generally reserved for people who need a handgun, but they don't need it to be big, flashy, or often times, expensive, or if one needs to stow a handgun in a small area, such as under the seat of a car, or in a glove compartment.

Cheap Modern Holdout Handguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Cobra Derringer	See Text	Int:2	F	10'	SA	D	0.9	7	5%	L
This firearm can be purchased in one of the following calibers: .22 Long Rifle (1d4/+0), .38 Special (2d4+1/-1), 9x19mm (2d6/-2), or .380 ACP (2d4/-1)										
Cobray Side by Side Derringer	.45 Long Colt (2d6+3/-3) or .410 Bore (3d4+1/-3)	Int:2	F	10'	SA	T	0.8	8	0%	L
Cobray FMJ 410/22 Derringer	.22 Long Rifle (1d4/+0) and .45 Long Colt (2d6+3/-3) or .410 Bore (3d4+1/-3)	Int:1 Int:1	F	10'	SA	T	0.9	9	0%	L
Cobray 45/410 Single Shot Derringer	.45 Long Colt (2d6+3/-3) or .410 Bore (3d4+1/-3)	Int:1	F	10'	SA	T	0.8	5	0%	L
Davis Derringer	See Text	Int:2	F	10'	SA	D	0.6	4	10%	L
This firearm can be purchased in one of the following calibers: .22 Long Rifle (1d4/+0), .25 ACP (1d3/+0), or .32 ACP (1d6/-1). Not affected by Error Range from ammunition.										
Intratec TEC-38	.38 Special (2d4+1/-1)	Int:2	F	20'	DAO	D	0.8	5	15%	L
Jimenez J.A. 22	.22 Long Rifle (1d4/+0)	Box:6:1	F B	20'	PA	D	0.8	3	20%	L
Two 6 round magazines.										
Jimenez J.A. 25	.25 ACP (1d3/+0)	Box:6:1	F B	20'	PA	D	0.8	4	20%	L
Two 6 round magazines.										
Jimenez J.A. 380	.380 ACP (2d4/-1)	Box:6:1	F B	20'	PA	T	0.8	4	20%	L
Two 6 round magazines.										
Jimenez J.A. 32	.32 ACP (1d6/-1)	Box:6:1	F B	20'	PA	D	0.8	4	20%	L
Two 6 round magazines										
Kel-Tec P-17	.22 Long Rifle (1d4/+0)	Box:16:1	F B IT	20'	DAO	T	0.9	10	0%	L
Threaded barrel and three 16 round magazines.-2 to Stealth to hide weapon.										
Lifecard	See Text	Int:1	F B	5'	PA	T	0.9	15	0%	L
This firearm can be purchased in one of the following calibers: .22 Long Rifle (1d4/+0) or .22 WMR (2d4+2/-2). Must be unfolded to use. It cost 3 Combat Points to fold or unfold. It gains a +4 to Stealth to hide weapon when unfolded, and +10 to Stealth when folded.										
North American Arms Mini Revolver	.22 WMR (2d4+2/-2)	Cyl:5	F	15'	SA	D	0.3	8	0%	L
Not affected by Error Range from ammunition.										
North American Arms Mini Revolver	.22 Long Rifle (1d4/+0) or .22 Short (1d2/+0)	Cyl:5	F	15'	SA	D	0.3	6	0%	L
Not affected by Error Range from ammunition.										
P-64	9x18mm PM (2d4+1/-1)	Box:6:1	F B	25'	DA/SA	T	1.4	8	0%	L
Fortified Frame and two 6 round magazines, +2 to Stealth to hide weapon.										
Raven Arms MP-25	.25 ACP (1d3/+0)	Box:6:1	F	15'	SA	D	0.6	3	15%	L
One 6 round magazine.										

Table 1: Cheap Modern Holdout Handguns

Mid-range Modern Holdout Handguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Beretta 21 Bobcat Two 7 round magazines.	.22 Long Rifle (1d4/+0)	Box:7:1	F	25'	DA/SA	T	0.7	15	0%	L
Beretta 21 Bobcat Two 8 round magazines.	.25 ACP (1d3/+0)	Box:8:1	F	20'	DA/SA	T	0.7	14	0%	L
Beretta 3032 Tomcat Two 7 round magazines.	.32 ACP (1d6/-1)	Box:7:1	F	20'	DA/SA	T	0.9	16	0%	L
Downsizer WSP Not affected by Error Range from ammunition.	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Int:1	F	15'	Single	D	0.4	16	0%	L
Downsizer WSP This firearm can be purchased in one of the following calibers: .40 S&W (3d4/-3), .45 ACP (3d4+2/-4) or 9x19mm (2d6/-2). Not affected by Error Range from ammunition.	See Text	Int:1	F	15'	Single	D	0.4	16	0%	L
Kel-Tec P-32 Two 7 round magazines	.32 ACP (1d6/-1)	Box:7:1	F B	20'	DAO	T	0.5	13	0%	L
North American Arms Guardian Two 6 round magazines.	.32 ACP (1d6/-1)	Box:6:1/10:2	F B	20'	DAO	T	0.9	15	0%	L
Taurus P22 Two 8 round magazines.	.22 Long Rifle (1d4/+0)	Box:8:1	F B	20'	DAO	T	0.8	11	0%	L
Taurus PT25 Two 9 round magazines.	.25 ACP (1d3/+0)	Box:9:1	F B	20'	DAO	T	0.8	11	0%	L

Table 2: Mid-range Modern Holdout Handguns

Expensive Modern Holdout Handguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
American Derringer COP 4-Shot Not affected by Error Range from ammunition.	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Int:4	F	20'	DAO	T	1.8	21	0%	L
American Derringer DA 38 This firearm can be purchased in one of the following calibers: .38 Special (2d4+1/-1), or .40 S&W (3d4/-3). Not affected by Error Range from ammunition.	See Text	Int:2	F	25'	DAO	T	0.8	17	0%	L
American Derringer Standard	.22 WMR (2d4+2/-2)	Int:2	F	25'	DAO	T	0.8	17	0%	L
Bond Arms Texas Defender This firearm can be purchased in one of the following calibers: .357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1), .45 Long Colt (2d6+3/-3) or .410 Bore (3d4+1/-3), 10mm Auto (2d6+4/-4), .22 Long Rifle (1d4/+0), .22 WMR (2d4+2/-2), .45 ACP (3d4+2/-4), .45 GAP (3d4+2/-4), 9x19mm (2d6/-2), .380 ACP (2d4/-1), .44-40 Winchester (1d10+5/-5), .327 Fed Mag (2d6+1/-2), or .40 S&W (3d4/-3). +2 to Stealth to hide weapon. Not affected by Error Range from ammunition.	See Text	Int:2	F	25'	SA	S	1.3	20	0%	L
Colt Mustang One 6 round magazine. Uses Mustang magazines.	.380 ACP (2d4/-1)	Box:6 7 10:1	F B	20'	SA	T	1.1	25	0%	L
Colt Mustang XSP One 6 round magazine. Uses Mustang magazines.	.380 ACP (2d4/-1)	Box:6 7 10:1	F B 1T	20'	SA	T	1.1	35	0%	L
CZ 92 One 8 round magazine.	.25 ACP (1d3/+0)	Box:8:1	F	15'	DAO	T	0.6	19	0%	L
Double Tap Tactical Pistol This firearm can be purchased in one of the following calibers: 9x19mm (2d6/-2) or .45 ACP (3d4+2/-4). Not affected by Error Range from ammunition.	See Text	Int:2	F	20'	DAO	T	0.8	25	0%	L
Heizer Defense PSI Not affected by Error Range from ammunition.	.45 Long Colt (2d6+3/-3) or .410 Bore (3d4+1/-3)	Int:1	F	15'	DAO	T	1.3	20	0%	L

Table 3: Expensive Modern Holdout Handguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
IMI Micro Desert Eagle Two 6 round magazines.	.380 ACP (2d4/-1)	Box:6:2	F	20'	DAO	D	0.9	22	0%	L
North American Arms Guardian Two 6 round magazines.	.380 ACP (2d4/-1)	Box:6:1/10:2	F B	20'	DAO	D	1.1	17	0%	L
Precision Small Arms PSP-25 One 6 round magazines.	.25 ACP (1d3/+0)	Box:6:2	F	20'	PA	D	0.8	24	0%	L
Rohrbaugh R9 One 6 round magazine. +1 Mastercraft.	9x19mm (2d6/-2)	Box:6:3	F	20'	DAO	D	0.8	55	0%	L
Ruger Lite Rack One 10 round magazine.	.22 Long Rifle (1d4/+0)	Box:10:1	F B	25'	PA	D	0.6	16	0%	L
Ruger LCP Two 6 round magazines.	.380 ACP (2d4/-1)	Box:6:1/7:2	F B	25'	PA	D	0.6	17	0%	L
SIG Sauer P238 Two 6 round magazine, Uses Mustang magazines.	.380 ACP (2d4/-1)	Box:6 7 10:1	F B	20'	SA	T	0.9	26	0%	L
SIG Sauer P290 Two 6 round magazines.	9x19mm (2d6/-2)	Box:6:1	F B	20'	DAO	T	1.2	28	0%	L
SIG Sauer P938 Two 6 round magazines.	9x19mm (2d6/-2)	Box:6 7:1	F B	20'	SA	T	1.0	32	0%	L
Semmerling LM4 Two 4 round magazines, This weapon must be cycled after each shot. Not affected by Error Range from ammunition.	.45 ACP (3d4+2/-4)	Box:4:2	F B	15'	DAO	T	1.1	45	0%	L
Stealth-1 Two 4 round magazines, Uses 1911 magazines, +2 to Stealth to hide weapon.	.45 ACP (3d4+2/-4)	Box:7 8 10:1/4:3	F B	20'	SA	T	1.0	35	0%	L
Taurus 732 TCP Two 6 round magazines.	.32 ACP (1d6/-1)	Box:6:1	F B	25'	DAO	D	0.6	17	0%	L
Taurus 738 TCP Two 6 round magazines.	.380 ACP (2d4/-1)	Box:6:1	F B	25'	DAO	D	0.6	18	0%	L

Table 4: Expensive Modern Holdout Handguns

Modern Backup Handguns A backup handgun is a scaled down version of a service revolver or pistol, designed for easy concealment. Their ammunition capacities are likewise scaled down, however, making them decent sidearms, but not the first to be chosen. Backup handguns go well with shoulder holsters, belt holsters, ankle holsters, or even tactical holsters.

Backup handguns are generally the go-to guns when a main sidearm is compromised, or is otherwise unavailable. They make decent sidearms for smaller framed people, where a full-sized handgun would be unwieldy or uncomfortable, or when decent, hard hitting firepower is needed, but not at the size of a full-sized handgun. They should not be discarded because of their backup nature: Backup handguns are often chambered in serviceable calibers, and often take the same magazines as their larger counterparts.

Cheap Modern Backup Handguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
AMT Backup This firearm can be purchased in one of the following calibers: 9x19mm (2d6/-2) or .45 ACP (3d4+2/-4). One 5 round magazine. +2 to Stealth to hide weapon.	See Text	Box:5:1	F B	20'	DAO	S	1.1	12	10%	L
Accu Tek 380 II Two 6 round magazines.	.380 ACP (2d4/-1)	Box:6:1	F B	25'	SA	T	1.4	7	10%	L
Bersa Thunder 380 One 7 round magazine.	.380 ACP (2d4/-1)	Box:7 8 9:1	F B	25'	DA/SA	T	1.3	10	0%	L
Canik Stingray-C Two 15 round magazines.	9x19mm (2d6/-2)	Box:15:1	F B IT	25'	DA/SA	S	1.8	11	0%	L
Canik Stingray-C Two 11 round magazines.	.40 S&W (3d4/-3)	Box:11:1	F B IT	25'	DA/SA	S	1.8	11	0%	L
Canik TP40 Two 13 round magazines.	.40 S&W (3d4/-3)	Box:13:1	F B IT	30'	PA	S	1.4	12	0%	L
Canik TP9 Two 15 round magazines.	9x19mm (2d6/-2)	Box:15:1	F B IT	30'	PA	S	1.4	12	0%	L
Charter Arms Mag Pug Not affected by Error Range from ammunition.	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Cyl:5	F B	30'	RDA	S	1.4	12	5%	L
CZ-82 Two 12 round magazines. +3 to Stealth to hide weapon.	9x18mm PM (2d4+1/-1)	Box:12:1	F B	25'	DA/SA	S	1.9	11	0%	L
Hi-Point Model JCP 40 Two 10 round magazines. -2 to Stealth to hide weapon. Uses Hi-point .40 magazines.	.40 S&W (3d4/-3)	Box:10:1	F B	25'	PA	S	2.2	6	10%	L
Hi-Point Model C9 Two 8 round magazines. -1 to Stealth to hide weapon. Uses Hi-point 9mm magazines.	9x19mm (2d6/-2)	Box:8 10:1/20:2	F B	25'	PA	S	1.8	5	10%	L
Hi-Point "Yeet Cannon" YC-9 Threaded barrel and two 10 round magazines. -2 to Stealth to hide weapon. Uses Hi-point YC-9 magazines.	9x19mm (2d6/-2)	Box:10:1	F B	25'	PA	S	2.2	8	5%	L
Hi-Point Model JHP 45 Two 9 round magazines. -2 to Stealth to hide weapon. Uses Hi-point .45 magazines.	.45 ACP (3d4+2/-4)	Box:9:1/20:2	F B	25'	PA	S	2.1	6	10%	L
Jimenez J.A. NINE Two 12 round magazines.	9x19mm (2d6/-2)	Box:12:1	F B	30'	SA	S	1.9	5	20%	L
Jimenez LC380 Two 13 round magazines.	.380 ACP (2d4/-1)	Box:13:1	F B	25'	SA	S	1.9	4	20%	L
Kel-Tec P-11 One 10 round magazine. Uses 6906 magazines. +2 to Stealth to hide weapon	9x19mm (2d6/-2)	Box:10 12 15:1/20:2/30:5	F B	25'	DAO	S	0.9	11	5%	L

Table 5: Cheap Modern Backup Handguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Kel-Tec P-40	.40 S&W (3d4/-3)	Box:7:1	F B	25'	DAO	S	0.9	11	5%	L
One 7 round magazine. +2 to Stealth to hide weapon.										
Kel-Tec PF-9	9x19mm (2d6/-2)	Box:7:1	F B	20'	DAO	T	0.8	10	5%	L
One 7 round magazine. +2 to Stealth to hide weapon.										
Kel-Tec PF-357	.357 SIG (2d6+2/-3)	Box:7:1	F B	20'	DAO	T	0.8	12	5%	L
One 7 round magazine. +2 to Stealth to hide weapon.										
Norinco Type 59	.380 ACP (2d4/-1)	Box:8:1	F B	25'	DA/SA	S	1.6	8	5%	L
One 8 round magazine. +2 to Stealth to hide weapon.										
Norinco Type 59	9x18mm PM (2d4+1/-1)	Box:8:1	F B	25'	DA/SA	S	1.6	12	5%	L
Fortified Frame. One 8 round magazine. Uses Makarov magazines. +2 to Stealth to hide weapon.										
Makarov PM	9x18mm PM (2d4+1/-1)	Box:8:1	F B	25'	DA/SA	S	1.6	10	0%	L
Fortified Frame. One 8 round magazine. Uses Makarov magazines. +2 to Stealth to hide weapon.										
SCCY CPX-2	9x19mm (2d6/-2)	Box:10:1	F B	25'	DAO	S	0.9	12	5%	L
One 10 round magazine. +2 to Stealth to hide weapon										
SIG Sauer P250 Subcompact	9x19mm (2d6/-2)	Box:12 15 17:2 21:3	F B	30'	DAO	S	1.6	15	0%	L
Two 12 round magazines. Uses P320 9mm magazines. This weapon is built from a kit, where any 9mm P250 can be constructed using the kit, but only one at a time. This change takes 15 minutes. +2 to Stealth to hide weapon.										
SIG Sauer P250 Subcompact	.40 S&W (3d4/-3)	Box:10 13 14:2 18:3	F B	30'	DAO	S	1.6	15	0%	L
Two 10 round magazines. Uses P320 .40 magazines. This weapon is built from a kit, where any .40 P250 can be constructed using the kit, but only one at a time. This change takes 15 minutes. +2 to Stealth to hide weapon.										
SIG Sauer P250 Subcompact	.357 SIG (2d6+2/-3)	Box:10 13 14:2 18:3	F B	30'	DAO	S	1.6	15	0%	L
Two 10 round magazines. Uses P320 .40 magazines. This weapon is built from a kit, where any .357 P250 can be constructed using the kit, but only one at a time. This change takes 15 minutes. +2 to Stealth to hide weapon.										
SIG Sauer P250 Subcompact	.45 ACP (3d4+2/-4)	Box:6 9 10:2	F B	25'	DAO	S	1.6	15	0%	L
Two 6 round magazines. Uses P320 .45 magazines. This weapon is built from a kit, where any .45 P250 can be constructed using the kit, but only one at a time. This change takes 15 minutes. +2 to Stealth to hide weapon.										
Taurus Model 327	.327 Fed Mag (2d6+1/-2) or .32 H&R Magnum or .32 S&W Long (1d4+1/+0)	Cyl:6	F B	20'	RDA	T	1.3	12	10%	L
Not affected by Error Range from ammunition.										
Taurus Model 85	.38 Special (2d4+1/-1)	Cyl:5	F B	20'	RDA	T	1.3	10	5%	L
Fortified Frame. Not affected by Error Range from ammunition.										
Taurus Model 94	.22 Long Rifle (1d4/+0)	Cyl:9	F B	25'	RDA	S	1.5	12	5%	L
Taurus Model 941	.22 WMR (2d4+2/-2)	Cyl:8	F B	25'	RDA	S	1.5	10	5%	L
Taurus Model 731	.32 H&R Magnum (1d8+3/-3) or .32 S&W Long (1d4+1/+0)	Cyl:6	F B	20'	RDA	T	1.0	11	5%	L
Taurus TX22	.22 Long Rifle (1d4/+0)	Box:16:1 20:2	F B IT	30'	PA	S	1.1	12	0%	L
Threaded barrel and two 16 round magazines.-2 to Stealth to hide weapon.										

Table 6: Cheap Modern Backup Handguns, Cont.

Mid-Range Modern Backup Handguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
AMT Backup	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Box:5:1	F B	20'	DAO	S	1.1	15	10%	L
One 5 round magazine. +3 to Stealth to hide weapon.										
ATI Fat Boy	.45 ACP (3d4+2/-4)	Box:12:2	F B	20'	SA	S	2.2	22	5%	L
One 12 round magazine. +1 to Stealth to hide weapon.										
ATI Titan	.45 ACP (3d4+2/-4)	Box:6 7 8 10:1	F B	20'	SA	S	1.8	19	5%	L
One 6 round magazine. Uses 1911 magazines. +2 to Stealth to hide weapon.										
Beretta 81FS	.32 ACP (1d6/-1)	Box:12:1	F B	30'	DA/SA	S	1.5	17	0%	L
Two 12 round magazines. +2 to Stealth to hide weapon.										
Beretta 82FS	.32 ACP (1d6/-1)	Box:9:1	F B	30'	DA/SA	S	1.4	15	0%	L
Two 9 round magazines. +3 to Stealth to hide weapon.										
Beretta 84FS	.380 ACP (2d4/-1)	Box:13:1	F B	30'	DA/SA	S	1.4	19	0%	L
Two 13 round magazines. +2 to Stealth to hide weapon.										
Beretta 85FS	.380 ACP (2d4/-1)	Box:8:1	F B	30'	DA/SA	S	1.4	22	0%	L
Two 8 round magazines. +3 to Stealth to hide weapon.										
Beretta 9000D	.40 S&W (3d4/-3)	Box:10:1	F B	25'	DAO	S	1.7	22	0%	L
Two 10 round magazines. Uses .40 9000 magazines. +3 to Stealth to hide weapon.										
Beretta 9000D	9x19mm (2d6/-2)	Box:12:1	F B	25'	DAO	S	1.6	22	0%	L
Two 12 round magazines. Uses 9mm 9000 magazines. +3 to Stealth to hide weapon.										
Beretta 9000F	.40 S&W (3d4/-3)	Box:10:1	F B	25'	DA/SA	S	1.6	24	0%	L
Two 10 round magazines. Uses .40 9000 magazines. +3 to Stealth to hide weapon.										
Beretta 9000F	9x19mm (2d6/-2)	Box:12:1	F B	25'	DA/SA	S	1.6	24	0%	L
Two 12 round magazines. Uses 9mm 9000 magazines. +3 to Stealth to hide weapon.										
Beretta 92L Compact	9x19mm (2d6/-2)	Box:13 15 17:1/30:2/20:3	F B	30'	DA/SA	S	2.0	20	0%	L
Two 13 round magazines. Uses 92FS magazines. +1 to Stealth to hide weapon.										
Beretta Px4 Storm	.40 S&W (3d4/-3)	Box:10 12 14 17:2	F B IT	20'	DA/SA	T	1.6	25	0%	L
Subcompact Two 10 round magazines. Uses Px4 .40 magazines.										
Beretta Px4 Storm	9x19mm (2d6/-2)	Box:13 15 17:2/20:3	F B IT	20'	DA/SA	T	1.6	25	0%	L
Subcompact Two 13 round magazines. Uses Px4 9mm magazines.										
Beretta Px4 Storm	.40 S&W (3d4/-3)	Box:12 14 17:2	F B IT	25'	DA/SA	S	1.6	25	0%	L
Compact Two 12 round magazine. Uses Px4 .40 magazines.										
Beretta Px4 Storm	9x19mm (2d6/-2)	Box:15 17:2/20:3	F B IT	25'	DA/SA	S	1.6	25	0%	L
Compact Two 15 round magazines. Uses Px4 9mm magazines.										
Bersa Firestorm	.38 Special (2d4+1/-1)	Cyl:6	F B	25'	RDA	T	1.2	16	0%	L
Not affected by Error Range from ammunition.										
Bersa Thunder 22	.22 Long Rifle (1d4+0)	Box:10:1	F B	25'	DA/SA	T	1.1	15	0%	L
Two 10 round magazines.										
Bersa Thunder 380	.380 ACP (2d4/-1)	Box:15:2	F B	25'	DA/SA	S	1.2	17	0%	L
Plus One 15 round magazine, +3 to Stealth to hide weapon										
Bersa Thunder Pro	.40 S&W (3d4/-3)	Box:10:1	F B IT	25'	DA/SA	S	1.4	19	0%	L
Ultra Compact One 10 round magazine. +2 to Stealth to hide weapon.										
Bersa Thunder Pro	.45 ACP (3d4+2/-4)	Box:7:1	F B IT	20'	DA/SA	S	1.7	19	0%	L
Ultra Compact One 7 round magazine. +2 to Stealth to hide weapon.										
Bersa Thunder Pro	9x19mm (2d6/-2)	Box:13:1	F B IT	25'	DA/SA	S	1.4	19	0%	L
Ultra Compact One 13 round magazine. +2 to Stealth to hide weapon.										
Charter Arms Bulldog	.44 Special (1d6+6/-4)	Cyl:5	F B	30'	RDA	S	1.3	18	0%	L
Not affected by Error Range from ammunition. +3 to Stealth to hide weapon.										
Charter Arms Bulldog	.44 Special (1d6+6/-4)	Cyl:5	F B	30'	DAO	S	1.3	19	0%	L
Not affected by Error Range from ammunition. +3 to Stealth to hide weapon.										

Table 7: Mid-Range Modern Backup Handguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Charter Arms Off Duty	.38 Special (2d4+1/-1)	Cyl:5	F B	25'	DAO	T	1.0	13	0%	L
Not affected by Error Range from ammunition.										
Charter Arms Pathfinder	.22 Long Rifle (1d4/+0)	Cyl:6	F B	20'	RDA	T	0.9	15	0%	L
Charter Arms Pathfinder	.22 WMR (2d4+2/-2)	Cyl:6	F B	20'	RDA	T	1.2	15	0%	L
Charter Arms Patriot	.327 Fed Mag (2d6+1/-2) or .32 H&R Magnum or .32 S&W Long (1d4+1/+0)	Cyl:6	F B	25'	RDA	T	1.1	15	0%	L
Not affected by Error Range from ammunition.										
Charter Arms Police Undercover	.38 Special (2d4+1/-1)	Cyl:6	F B	25'	DAO	S	1.0	14	0%	L
Not affected by Error Range from ammunition. +3 to Stealth to hide weapon										
Charter Arms Undercover	.38 Special (2d4+1/-1)	Cyl:5	F B	25'	RDA	S	1.0	15	0%	L
Not affected by Error Range from ammunition. +3 to Stealth to hide weapon.										
Charter Arms Pitbull	9x19mm (2d6/-2)	Cyl:5	F B	25'	RDA	S	1.4	21	0%	L
Not affected by Error Range from ammunition. +2 to Stealth to hide weapon.										
Charter Arms Pitbull	.40 S&W (3d4/-3)	Cyl:5	F B	25'	RDA	S	1.3	21	0%	L
Not affected by Error Range from ammunition. +2 to Stealth to hide weapon.										
Charter Arms Pitbull	.45 ACP (3d4+2/-4)	Cyl:5	F B	25'	RDA	S	1.4	21	0%	L
Not affected by Error Range from ammunition. +2 to Stealth to hide weapon.										
Charter Arms Undercoverette	.32 H&R Magnum (1d8+3/-3) or .32 S&W Long (1d4+1/+0)	Cyl:5	F B	25'	RDA	S	1.0	15	0%	L
Not affected by Error Range from ammunition.										
Colt Detective Special	.38 Special (2d4+1/-1)	Cyl:6	F B	25'	RDA	S	1.1	24	0%	L
Not affected by Error Range from ammunition. +3 to Stealth to hide weapon.										
CZ 75 Compact	9x19mm (2d6/-2)	Box:14 16:1/19 25:2	F B	30'	DA/SA	S	2.0	24	0%	L
Two 14 round magazines. Uses CZ 75 magazines.										
CZ 75 Compact	.40 S&W (3d4/-3)	Box:10:1	F B IT	30'	DA/SA	S	2.0	24	0%	L
Two 10 round magazines.										
CZ-83	.32 ACP (1d6/-1)	Box:15:1	F B	20'	DA/SA	S	1.9	15	0%	L
Two 15 round magazines. +3 to Stealth to hide weapon.										
CZ-83	.380 ACP (2d4/-1)	Box:13:1	F B	25'	DA/SA	S	1.9	16	0%	L
Two 13 round magazines. +3 to Stealth to hide weapon.										
CZ 100	.40 S&W (3d4/-3)	Box:10:1	F B	30'	PA	S	1.4	17	0%	L
Two 10 round magazines.										
CZ 100	9x19mm (2d6/-2)	Box:13:1	F B	30'	PA	S	1.4	17	0%	L
Two 13 round magazines.										
CZ 75 P-01	9x19mm (2d6/-2)	Box:14 16:1/19 25:2	F B	30'	DA/SA	S	2.1	24	0%	L
Two 14 round magazines. Uses CZ 75 magazines.										
CZ P-10s	9x19mm (2d6/-2)	Box:12 15 19:2	F B IT	25'	PA	S	1.5	26	0%	L
Two 12 round magazines. Uses P-10 magazines. +2 to Stealth to hide weapon.										
CZ 75 2075 RAMI	9x19mm (2d6/-2)	Box:10 14 16:1/19 25:2	F B	20'	DA/SA	S	2.1	30	0%	L
One 10 round magazine and one 14 round magazine. Uses CZ 75 magazines. +2 to Stealth to hide weapon.										
Glock 26	9x19mm (2d6/-2)	Box:10 12 15 17 19 27:1/33:2	F B	20'	PA	T	1.2	20	0%	L
Two 10 round magazines.										
Glock 27	.40 S&W (3d4/-3)	Box:9 11 13 15 17 19 24:1/31:2	F B	20'	PA	T	1.2	20	0%	L
Two 9 round magazines.										
Glock 28	.380 ACP (2d4/-1)	Box:10 15:1	F B	20'	PA	T	1.3	20	0%	L
Two 10 round magazines.										

Table 8: Mid-Range Modern Backup Handguns, Cont

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Glock 29 Two 10 round magazines.	10mm Auto (2d6+4/-4)	Box:10 15 17:1/33:3	F B IT	20'	PA	T	1.5	22	0%	L
Glock 30 Two 10 round magazines.	.45 ACP (3d4+2/-4)	Box:10 13:1/27:2	F B IT	20'	PA	T	1.5	22	0%	L
Glock 33 Two 9 round magazines.	.357 SIG (2d6+2/-3)	Box:9 13 15:1	F B	20'	PA	T	1.2	20	0%	L
Glock 36 Two 6 round magazines. +2 to Stealth to hide weapon.	.45 ACP (3d4+2/-4)	Box:6:1	F B	20'	PA	T	1.3	19	0%	L
Glock 39 Two 6 round magazines.	.45 GAP (3d4+2/-4)	Box:6 8 10:1	F B	20'	PA	T	1.2	19	0%	L
Glock 42 Two 6 round magazines. +2 to Stealth to hide weapon.	.380 ACP (2d4/-1)	Box:6 7:1/9 12:2	F B	25'	PA	T	1.1	24	0%	L
IMI Jericho 941FB Two 13 round magazines.	9x19mm (2d6/-2)	Box:13:1	F B	25'	DA/SA	T	1.9	20	0%	L
IMI Jericho 941FB Two 10 round magazines.	.40 S&W (3d4/-3)	Box:10:1	F B	25'	DA/SA	T	1.9	20	0%	L
Kahr K9 Two 7 round magazines. Uses MK9 magazines.	9x19mm (2d6/-2)	Box:7:2/8:3	F B	30'	PA	T	1.6	21	0%	L
Kahr MK9 One 6 round magazine and one 7 round magazine.	9x19mm (2d6/-2)	Box:6 7:2/8:3	F B	25'	PA	T	1.4	15	0%	L
Kahr TP9 Two 8 round magazines. Uses MK9 magazines.	9x19mm (2d6/-2)	Box:8:3	F B	35'	PA	S	1.1	20	0%	L
Kahr P9 Two 7 round magazines. Uses MK9 magazines.	9x19mm (2d6/-2)	Box:7:2/8:3	F B	30'	PA	T	1.0	18	0%	L
Kahr PM9 One 6 round magazine and one 7 round magazine. Uses MK9 magazines	9x19mm (2d6/-2)	Box:6 7:2/8:3	F B	25'	PA	T	0.9	13	0%	L
Kahr P380 Two 6 round magazines. +1 to Stealth to hide weapon.	.380 ACP (2d4/-1)	Box:6:2	F B	30'	PA	T	0.6	20	0%	L
Kahr MK40 One 5 round magazine and one 6 round magazine.	.40 S&W (3d4/-3)	Box:5 6:2	F B	25'	PA	T	1.5	24	0%	L
Kahr TP40 Two 7 round magazines. Uses MK40 magazines.	.40 S&W (3d4/-3)	Box:7:3	F B	30'	PA	S	1.3	21	0%	L
Kahr P40 Two 6 round magazines. Uses MK40 magazines.	.40 S&W (3d4/-3)	Box:6:2/7:3	F B	30'	PA	S	1.1	20	0%	L
Kahr PM40 One 5 round magazine and one 6 round magazine. Uses MK40 magazines.	.40 S&W (3d4/-3)	Box:5 6:2	F B	25'	PA	T	1.0	18	0%	L
Kahr PM45 Two 5 round magazines.	.45 ACP (3d4+2/-4)	Box:5 6 7:2	F B	30'	PA	T	1.2	24	0%	L
Makarov PMM Fortified Frame. Two 12 round magazines. Uses Makarov magazines. +1 to Stealth to hide weapon.	9x18mm PM (2d4+1/-1)	Box:8 12:1	F B	25'	DA/SA	S	1.6	16	0%	L
Nambu Type 60 Lanyard. Not affected by Error Range from ammunition. +2 to Stealth to hide weapon	.38 Special (2d4+1/-1)	Cyl:5	F B	35'	RDA	S	1.5	25	0%	L
P-83 Wanad Two 8 round magazines. +3 to Stealth to hide weapon.	9x18mm PM (2d4+1/-1)	Box:8:2	F B	30'	DA/SA	S	1.6	15	0%	L
P-96M Two 15 round magazines. +1 to Stealth to hide weapon.	9x18mm PM (2d4+1/-1)	Box:15:2	F B	25'	DA/SA	S	1.0	21	0%	L
P-96S Two 10 round magazines. +1 to Stealth to hide weapon.	.380 ACP (2d4/-1)	Box:10:2	F B	25'	DA/SA	S	1.0	23	0%	L
RIA Baby Rock Two 7 round magazines. +1 to Stealth to hide weapon.	.380 ACP (2d4/-1)	Box:7:1	F B	25'	SA	S	1.5	22	0%	L
RIA Standard CS One 8 round magazine. Uses 1911 9mm magazines. +2 to Stealth to hide weapon.	9x19mm (2d6/-2)	Box:8 9 10:1	F B	25'	SA	S	2.1	19	0%	L
RIA Standard CS One 7 round magazine. Uses 1911 magazines. +2 to Stealth to hide weapon.	.45 ACP (3d4+2/-4)	Box:7 8 10:1	F B	25'	SA	S	2.1	19	0%	L
Ruger LC9 Two 7 round magazines. +2 to Stealth to hide weapon.	9x19mm (2d6/-2)	Box:7:1	F B	25'	DAO	T	1.1	20	0%	L
Ruger Max 9 Two 10 round magazines. +1 to Stealth to hide weapon.	9x19mm (2d6/-2)	Box:10 12:1	F B O	20'	PA	T	1.1	25	0%	L

Table 9: Mid-Range Modern Backup Handguns, Cont

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Ruger SP101	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Cyl:5	F B	25'	RDA	S	1.8	21	0%	L
Fortified Frame. Not affected by Error Range from ammunition. +1 to Stealth to hide weapon.										
Ruger SP101	9x19mm (2d6/-2)	Cyl:5	F B	25'	RDA	S	1.8	21	0%	L
Fortified Frame. Not affected by Error Range from ammunition. +1 to Stealth to hide weapon.										
Ruger SP101	.22 Long Rifle (1d4/+0)	Cyl:6	F B	25'	RDA	S	1.8	21	0%	L
Fortified Frame. Not affected by Error Range from ammunition. +1 to Stealth to hide weapon.										
Ruger SP101	.327 Fed Mag (2d6+1/-2) or .32 H&R Magnum or .32 S&W Long (1d4+1/+0)	Cyl:6	F B	25'	RDA	S	1.8	20	0%	L
Fortified Frame. Not affected by Error Range from ammunition. +1 to Stealth to hide weapon.										
Ruger 944	.40 S&W (3d4/-3)	Box:10:1	F B	30'	DA/SA	S	2.1	17	0%	L
Fortified Frame. Two 10 round magazines.										
Ruger KP345	.45 ACP (3d4+2/-4)	Box:8:1	F B	30'	DA/SA	S	1.8	21	0%	L
Fortified Frame. Two 8 round magazines.										
Ruger SR9c	9x19mm (2d6/-2)	Box:10 17:1	F B 1T	25'	PA	S	1.4	21	0%	L
Two 10 round magazines. Uses SR9c magazines. +2 to Stealth to hide weapon.										
Ruger SR40c	.40 S&W (3d4/-3)	Box:9 15:1	F B 1T	25'	PA	S	1.4	21	0%	L
Two 9 round magazines. Uses SR40c magazines. +2 to Stealth to hide weapon.										
S&W Model 940 2"	9x19mm (2d6/-2)	Cyl:5	F B	30'	DAO	T	1.4	25	0%	L
Not affected by Error Range from ammunition.										
S&W Model 317 AirLite	.22 Long Rifle (1d4/+0)	Cyl:8	F B	30'	RDA	T	0.7	19	0%	L
S&W Model 36 2"	.38 Special (2d4+1/-1)	Cyl:5	F B	30'	RDA	T	1.2	19	0%	L
Not affected by Error Range from ammunition.										
S&W Model 642 Ladysmith 2"	.38 Special (2d4+1/-1)	Cyl:5	F B	25'	DAO	T	0.9	24	0%	L
Not affected by Error Range from ammunition.										
S&W Model 3913	9x19mm (2d6/-2)	Box:8 9:1	F B	30'	DA/SA	S	1.7	20	0%	L
Two 8 round magazines. Uses 3913 magazines. +1 to Stealth to hide weapon.										
S&W Model 6906	9x19mm (2d6/-2)	Box:12 15:1/20:2/30:5	F B	25'	DA/SA	S	1.7	22	0%	L
Two 12 round magazines.										
S&W Model 6946	9x19mm (2d6/-2)	Box:12 15:1/20:2/30:5	F B	25'	DAO	S	1.7	20	0%	L
Two 12 round magazines. Uses 6906 magazines.										
S&W Model 4013	.40 S&W (3d4/-3)	Box:8:1	F B	25'	DA/SA	S	1.6	25	0%	L
Two 8 round magazines. +1 to Stealth to hide weapon.										
S&W Model 4053	.40 S&W (3d4/-3)	Box:8:1	F B	25'	DAO	S	1.6	23	0%	L
Two 8 round magazines. Uses 4013 magazines. +1 to Stealth to hide weapon.										
S&W Model 4516	.45 ACP (3d4+2/-4)	Box:7 8:1	F B	25'	DA/SA	S	2.1	24	0%	L
Fortified frame. Two 7 round magazines.										
S&W M&P SHIELD 9mm	9x19mm (2d6/-2)	Box:7 8:2	F B	20'	PA	T	1.2	23	0%	L
One 7 round magazine and one 8 round magazine. +1 to Stealth to hide weapon.										
S&W M&P SHIELD .40 S&W	.40 S&W (3d4/-3)	Box:6 7:2	F B	20'	PA	T	1.2	23	0%	L
One 6 round magazine and one 7 round magazine. +1 to Stealth to hide weapon.										
S&W M&P SHIELD EZ 380	.380 ACP (2d4/-1)	Box:8:2	F B	25'	PA	T	1.4	26	0%	L
Two 8 round magazines.										
S&W M&P SHIELD EZ 9mm	9x19mm (2d6/-2)	Box:8:2	F B	25'	PA	T	1.4	28	0%	L
Two 8 round magazines.										
S&W Model 10 2"	.38 Special (2d4+1/-1)	Cyl:6	F B	25'	RDA	S	1.6	22	0%	L
Not affected by Error Range from ammunition. +1 to Stealth to hide weapon.										
S&W Model 19 2½"	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Cyl:6	F B	25'	RDA	S	1.9	25	0%	L
Not affected by Error Range from ammunition.										
S&W Model 631 Ladysmith 2"	.32 H&R Magnum (1d8+3/-3) or .32 S&W Long (1d4+1/+0)	Cyl:6	F B	25'	DAO	T	0.9	24	0%	L
Not affected by Error Range from ammunition.										
S&W Model 631 2"	.32 H&R Magnum (1d8+3/-3) or .32 S&W Long (1d4+1/+0)	Cyl:6	F B	25'	RDA	T	0.9	26	0%	L
Not affected by Error Range from ammunition.										

Table 10: Mid-Range Modern Backup Handguns, Cont

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
S&W Model 30 2"	.32 S&W Long (1d4+1/+0)	Cyl:6	F B	20'	RDA	T	0.9	26	0%	L
Not affected by Error Range from ammunition.										
S&W Model 30 4"	.32 S&W Long (1d4+1/+0)	Cyl:6	F B	30'	RDA	S	1.1	26	0%	L
Not affected by Error Range from ammunition. +2 to Stealth to hide weapon										
SIG Sauer P230	.32 ACP (1d6/-1)	Box:8:2	F B	25'	DA/SA	S	1.1	19	0%	L
Two 8 round magazines. +1 to Stealth to hide weapon.										
SIG Sauer P232	.380 ACP (2d4/-1)	Box:7:2	F B	25'	DA/SA	S	1.1	19	0%	L
Two 7 round magazines. +1 to Stealth to hide weapon.										
SIG Sauer P365	9x19mm (2d6/-2)	Box:10:2/12:3/15:4	F B IT	25'	PA	T	1.1	30	0%	L
Two 10 round magazines. +1 to Stealth to hide weapon.										
S333 Thunderstruck	.22 WMR (2d4+2/-2)	Cyl: 8	F B	20'	Double	S	1.1	18	0%	L
This weapon fires two rounds at a time. +2 to Stealth to hide weapon										
Star Firestar M/43	9x19mm (2d6/-2)	Box:7:1	F B	30'	SA	T	1.9	15	5%	L
One 7 round magazine. +1 to Stealth to hide weapon.										
Star Firestar M/40	.40 S&W (3d4/-3)	Box:6:1	F B	30'	SA	T	1.9	15	5%	L
One 6 round magazine. +1 to Stealth to hide weapon.										
Star Firestar M/45	.45 ACP (3d4+2/-4)	Box:6:1	F B	30'	SA	T	1.6	15	5%	L
One 6 round magazine.										
Springfield Armory GI Micro-Compact	.45 ACP (3d4+2/-4)	Box:6 7 8 10:1	F B	25'	SA	T	2.1	21	0%	L
Two 6 round magazines. Uses 1911 magazines.										
Springfield Armory XD Sub-Compact	.45 ACP (3d4+2/-4)	Box:9 13:1	F B IT	30'	PA	S	1.9	20	0%	L
One 9 round magazine and one 13 round magazine. +3 to Stealth to hide weapon.										
Springfield Armory XD Sub-Compact	9x19mm (2d6/-2)	Box:13 16:1	F B IT	25'	PA	T	1.7	20	0%	L
One 13 round magazine and one 16 round magazine.										
Springfield Armory XD Sub-Compact	.40 S&W (3d4/-3)	Box:9 12:2	F B IT	25'	PA	T	1.7	20	0%	L
One 9 round magazine and one 12 round magazine.										
Springfield Armory XDS 3.3	9x19mm (2d6/-2)	Box:7:1/8:2	F B IT	30'	PA	T	1.4	25	0%	L
One 7 round magazine and one 8 round magazine. +2 to Stealth to hide weapon.										
Springfield Armory XDS 3.3	.45 ACP (3d4+2/-4)	Box:5:1/6:2	F B IT	30'	PA	T	1.4	25	0%	L
One 5 round magazine and one 6 round magazine. +2 to Stealth to hide weapon.										
Springfield Armory Hellcat	9x19mm (2d6/-2)	Box:11:1/13:2	F B O IT	25'	PA	T	1.1	25	0%	L
Two 11 round magazines.										
Taurus G3C	9x19mm (2d6/-2)	Box:12 15 20:2	F B	25'	DA/SA	T	1.1	15	5%	L
One 12 round magazine. Uses P226 9mm magazines. +1 to Stealth to hide weapon.										
Taurus Millennium Pro Model 132	.32 ACP (1d6/-1)	Box:12:2	F B	25'	DA/SA	T	1.1	14	5%	L
One 12 round magazine. +1 to Stealth to hide weapon.										
Taurus Millennium Pro Model 138	.380 ACP (2d4/-1)	Box:10:2	F B	25'	DA/SA	T	1.1	15	5%	L
One 10 round magazine. +1 to Stealth to hide weapon.										
Taurus Millennium Pro Model 140	.40 S&W (3d4/-3)	Box:10 12 15:2	F B	25'	DA/SA	T	1.1	16	5%	L
One 10 round magazine. Uses P226 .40 magazines. +1 to Stealth to hide weapon.										
Taurus Millennium Pro Model 145	.45 ACP (3d4+2/-4)	Box:10:2	F B	25'	DA/SA	S	1.4	16	5%	L
One 10 round magazine. +2 to Stealth to hide weapon.										
Taurus Model 709 Slim	9x19mm (2d6/-2)	Box:7:2	F B	25'	DAO	T	1.2	14	5%	L
One 7 round magazine. +1 to Stealth to hide weapon.										
Taurus Model 738	.380 ACP (2d4/-1)	Box:6:2	F B	25'	DAO	T	1.2	17	5%	L
One 6 round magazine. +3 to Stealth to hide weapon.										
Taurus Model 740 Slim	.40 S&W (3d4/-3)	Box:6:2	F B	25'	DAO	T	1.2	20	5%	L
One 6 round magazine. +1 to Stealth to hide weapon.										
Taurus Model 17	.17 HMR (1d4+2/-1)	Cyl:8	F B	20'	RDA	S	1.4	14	5%	L

Table 11: Mid-Range Modern Backup Handguns, Cont

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Taurus Model 856	.38 Special (2d4+1/-1)	Cyl:6	F B	20'	RDA	S	1.4	15	5%	L
Not affected by Error Range from ammunition.										
Taurus Model 605	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Cyl:5	F B	20'	RDA	T	1.5	14	5%	L
Not affected by Error Range from ammunition.										
Taurus Model 651	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Cyl:5	F B	20'	DAO	S	1.6	16	5%	L
Not affected by Error Range from ammunition. +2 to Stealth to hide weapon.										
Taurus Model 455	.45 ACP (3d4+2/-4)	Cyl:5	F B	25'	RDA	S	1.4	20	5%	L
Not affected by Error Range from ammunition.										
Taurus Model 405	.40 S&W (3d4/-3)	Cyl:5	F B	30'	RDA	T	1.4	20	5%	L
Not affected by Error Range from ammunition.										
Taurus Model 905	9x19mm (2d6/-2)	Cyl:5	F B	30'	RDA	T	1.4	17	5%	L
Not affected by Error Range from ammunition.										
Walther PPK\S	.32 ACP (1d6/-1)	Box:8:1	F B	25'	DA/SA	T	1.4	21	0%	L
Two 8 round magazines. Uses .32 ACP PP magazines.										
Walther PPK\S	.380 ACP (2d4/-1)	Box:7:1	F B	25'	DA/SA	T	1.4	21	0%	L
Two 7 round magazines.										
Walther P22	.22 Long Rifle (1d4/+0)	Box:10:1	F B 1T	30'	PA	S	0.9	15	0%	L
Two 10 round magazines, +2 to Stealth to hide weapon.										
Walther PK380	.380 ACP (2d4/-1)	Box:8:2	F B	25'	DA/SA	T	1.0	14	0%	L
Two 8 round magazines.										
Walther PPQ Sub-Compact	9x19mm (2d6/-2)	10 15:2	F B 1T	25'	PA	S	1.8	29	0%	L
Two 15 round magazines. Uses PPQ magazines. +2 to Stealth to hide weapon.										
S&W M&P SHIELD Plus	9x19mm (2d6/-2)	Box:10 13:2	F B	20'	PA	T	1.2	28	0%	L
Two 10 round magazines. +2 to Stealth to hide weapon.										
S&W M&P SHIELD Plus	.30 Super Carry (2d6-1/-2)	Box:13 16:2	F B	20'	PA	T	1.2	30	0%	L
Two 12 round magazines. +2 to Stealth to hide weapon.										
S&W M&P SHIELD EZ 30SC	.30 Super Carry (2d6-1/-2)	Box:10:2	F B	25'	PA	T	1.4	30	0%	L
Two 10 round magazines.										

Table 12: Mid-Range Modern Backup Handguns, Cont

Expensive Modern Backup Handguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
American Derringer M4 Alaskan Survival	.45-70 Government (3d10/-6) and .45 Long Colt (2d6+3/-3) or .410 Bore (3d4+1/-3)	Int:1 Int:1	None	15'	SA	T	1.0	28	0%	L
Not affected by Error Range from ammunition.										
Browning 1911-380	.380 ACP (2d4/-1)	Box:7:1	F B	25'	SA	S	1.1	33	0%	L
Two 7 round magazines. +2 to Stealth to hide weapon.										
Colt Defender	9x19mm (2d6/-2)	Box:8 9 10:1	F B	25'	SA	S	1.5	34	0%	L
Two 8 round magazines. Uses 1911 9mm magazines. +2 to Stealth to hide weapon.										
Colt Defender	.45 ACP (3d4+2/-4)	Box:7 8 10:1	F B	25'	SA	S	1.6	34	0%	L
Two 7 round magazines. Uses 1911 magazines. +2 to Stealth to hide weapon.										
Colt Officer's ACP	.45 ACP (3d4+2/-4)	Box:6 7 8 10:1	F B	25'	SA	S	2.1	37	0%	L
Two 6 round magazines. Uses 1911 magazines. +3 to Stealth to hide weapon. +1 Mastercraft.										
Colt New Agent	.45 ACP (3d4+2/-4)	Box:7 8 10:1	F B	25'	SA	S	1.4	40	0%	L
Two 7 round magazines. Uses 1911 magazines. +2 to Stealth to hide weapon.										
Coonan Compact	.357 Magnum (3d4+3/-4)	Box:6:3	F B	35'	SA	S	2.6	60	0%	L
Not affected by Error Range from ammunition. Two 6 round magazines. +1 to Stealth to hide weapon. +1 Mastercraft.										
Chiappa Rhino 200D 2"	9x19mm (2d6/-2)	Cyl:6	F B	25'	RDA	S	1.5	60	0%	L
Not affected by Error Range from ammunition. +1 Mastercraft. Reduces the Caliber Recoil Penalty by 1 for all attacks.										
Chiappa Rhino 200D 2"	.40 S&W (3d4/-3)	Cyl:6	F B	25'	RDA	S	1.5	60	0%	L
Not affected by Error Range from ammunition. +1 Mastercraft. Reduces the Caliber Recoil Penalty by 1 for all attacks.										
Chiappa Rhino 200D 2"	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Cyl:6	F B	25'	RDA	S	1.5	60	0%	L
Not affected by Error Range from ammunition. +1 Mastercraft. Reduces the Caliber Recoil Penalty by 1 for all attacks.										
Dan Wesson ECO	.45 ACP (3d4+2/-4)	Box:7 8 10:1	F B	25'	SA	S	1.6	75	0%	L
Precision Barrel and two 7 round magazines. Uses 1911 magazines. +2 Mastercraft.										
Dan Wesson ECO	9x19mm (2d6/-2)	Box:8 9 10:1	F B	25'	SA	S	1.6	75	0%	L
Precision Barrel and two 8 round magazines. Uses 1911 9mm magazines. +2 Mastercraft.										
Detonics Combatmaster	.45 ACP (3d4+2/-4)	Box:6 7 8 10:1	F B	20'	SA	S	1.9	30	0%	L
Two 6 round magazines. Uses 1911 magazines. +3 to Stealth to hide weapon.										
Glock 43	9x19mm (2d6/-2)	Box:6 7:1 9 12:2	F B	25'	PA	T	1.2	30	0%	L
Two 6 round magazines.										
Glock 43X	9x19mm (2d6/-2)	Box:10:2 15:3	F B	25'	PA	S	1.3	37	0%	L
Two 10 round magazines. +3 to Stealth to hide weapon. Uses Glock 43X Magazines										
Glock 48	9x19mm (2d6/-2)	Box:10:2 15:3	F B	35'	PA	S	1.3	37	0%	L
Two 10 round magazines. +3 to Stealth to hide weapon. Uses Glock 43X Magazines										
H&K P30SK	9x19mm (2d6/-2)	Box:10 15 17:2	F B IT	30'	DA/SA	S	1.4	35	0%	L
Two 10 round magazines. Uses P30 9mm magazines. +2 to Stealth to hide weapon. +1 Mastercraft.										
H&K P7	9x19mm (2d6/-2)	Box:10:1	F B	30'	DAO	S	1.7	35	0%	L
Two 10 round magazines. +1 to Stealth to hide weapon.										
H&K P9	9x19mm (2d6/-2)	Box:9:1	F B	30'	DA/SA	S	1.9	33	0%	L
Two 9 round magazines.										
Ideal Conceal	.380 ACP (2d4/-1)	Int:1 Int:1	2B	15'	DAO	T/S	1.1	27	0%	L
Must be unfolded to use. It cost 3 Combat Points to fold or unfold. When folded, it is the smaller size. +2 to Stealth to hide weapon when unfolded, and +10 to Stealth when folded.										
Kahr T9	9x19mm (2d6/-2)	Box:8:3	F B	35'	PA	S	1.8	26	0%	L
Two 8 round magazines. Uses MK9 magazines.										
Kahr T40	.40 S&W (3d4/-3)	Box:7:3	F B	30'	PA	S	1.8	27	0%	L
Two 8 round magazines. Uses MK40 magazines.										
Kahr K40	.40 S&W (3d4/-3)	Box:6:2 7:3	F B	30'	PA	S	1.6	26	0%	L
Two 6 round magazines. Uses MK40 magazines.										

Table 13: Expensive Modern Backup Handguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Kahr TP45	.45 ACP (3d4+2/-4)	Box:7:3	F B	30'	PA	S	1.4	28	0%	L
Two 7 round magazines. Uses PM45 magazines.										
Kahr P45	.45 ACP (3d4+2/-4)	Box:6:2/7:3	F B	30'	PA	S	1.3	26	0%	L
Two 6 round magazines. Uses PM45 magazines. +1 to Stealth to hide weapon.										
Para-Ordnance Executive Carry	.45 ACP (3d4+2/-4)	Box:7 8 10:1	F B	25'	SA	S	1.9	48	0%	L
Precision Barrel and two 8 round magazines. Uses 1911 magazines. +1 to Stealth to hide weapon. +1 Mastercraft.										
Para-Ordnance Expert Carry	.45 ACP (3d4+2/-4)	Box:7 8 10:1	F B	25'	SA	S	2.5	30	0%	L
Precision Barrel and two 8 round magazines. Uses 1911 magazines.										
Para-Ordnance Elite Carry	.45 ACP (3d4+2/-4)	Box:6 7 8 10:1	F B	25'	SA	T	2.4	39	0%	L
Precision Barrel and two 6 round magazines. Uses 1911 magazines. +1 Mastercraft.										
Para-Ordnance Warthog	.45 ACP (3d4+2/-4)	Box:10:2	F B	25'	SA	T	1.5	42	0%	L
Two 10 round magazines. +1 Mastercraft.										
Para-Ordnance LDA Carry	.45 ACP (3d4+2/-4)	Box:6 7 8 10:1	F B	25'	DAO	T	1.9	50	0%	L
Two 6 round magazines. Uses 1911 magazines. +1 Mastercraft.										
Makarov PB	9x18mm PM (2d4+1/-1)	Box:8:1	F B	25'	DA/SA	S	1.6	32	0%	R
Threaded barrel, Lv. 2 standard quality suppressor, and one 8 round magazine. Uses Makarov magazines.										
Ruger LCR-22	.22 Long Rifle (1d4/+0)	Cyl:8	F B	25'	DAO	T	0.9	26	0%	L
Ruger LCRx-22	.22 Long Rifle (1d4/+0)	Cyl:8	F B	25'	RDA	T	0.9	26	0%	L
Ruger LCRx-22	.22 WMR (2d4+2/-2)	Cyl:6	F B	25'	RDA	T	0.9	28	0%	L
Ruger LCR	.38 Special (2d4+1/-1)	Cyl:5	F B	25'	DAO	T	0.8	32	0%	L
Not affected by Error Range from ammunition.										
Ruger LCRx	.38 Special (2d4+1/-1)	Cyl:5	F B	25'	RDA	T	0.8	32	0%	L
Not affected by Error Range from ammunition.										
Ruger KLCR-357	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Cyl:5	F B	25'	DAO	T	1.1	40	0%	L
Not affected by Error Range from ammunition.										
Ruger KLCRx-357	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Cyl:5	F B	25'	RDA	T	1.1	40	0%	L
Not affected by Error Range from ammunition.										
S&W M&P Compact 9mm	9x19mm (2d6/-2)	Box:12 17:1/23:2	F B IT	25'	PA	S	1.3	30	0%	L
Two 12 round magazines. Uses M&P 9mm magazines. +3 to Stealth to hide weapon.										
S&W M&P Compact 45 ACP	.45 ACP (3d4+2/-4)	Box:8:2	F B IT	25'	PA	S	1.6	33	0%	L
Two 8 round magazines.										
S&W M&P Compact 40 S&W	.40 S&W (3d4/-3)	Box:10 15:2	F B IT	25'	PA	S	1.3	28	0%	L
Two 10 round magazines. Uses M&P .40 magazines. +3 to Stealth to hide weapon.										
S&W M&P Compact 357 SIG	.357 SIG (2d6+2/-3)	Box:10 15:2	F B IT	30'	PA	S	1.4	35	0%	L
Two 10 round magazines. Uses M&P .40 magazines. +3 to Stealth to hide weapon.										
S&W M&P 340 2"	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Cyl:5	F B	25'	DAO	T	0.9	42	0%	L
Not affected by Error Range from ammunition.										
Smith & Wesson Model 632 2"	.327 Fed Mag (2d6+1/-2) or .32 H&R Magnum or .32 S&W Long (1d4+1/+0)	Cyl:6	F B	30'	RDA	S	1.5	35	0%	L
Not affected by Error Range from ammunition.										
SIG Sauer P224	9x19mm (2d6/-2)	Box:12:2/14:3	F B	25'	DA/SA	T	2.1	30	0%	L
Two 12 round magazines. +1 Mastercraft.										
SIG Sauer P224	.40 S&W (3d4/-3)	Box:10:2/12:3	F B	25'	DA/SA	T	2.1	30	0%	L
This firearm can be purchased in one of the following calibers: .40 S&W (3d4/-3) or .357 SIG (2d6+2/-3). Two 10 round magazines. Uses P224 .40 magazines. +1 Mastercraft.										
SIG Sauer P245	.45 ACP (3d4+2/-4)	Box:6 8 10:2	F B	25'	DA/SA	T	1.8	28	0%	L
Two 6 round magazines. +1 Mastercraft.										

Table 14: Expensive Modern Backup Handguns, Cont

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
SIG Sauer P320 Subcompact	9x19mm (2d6/-2)	Box:12 15 17:2/21:3	F B	30'	PA	S	1.6	36	0%	L
Two 12 round magazines. Uses P320 9mm magazines. This weapon is built from a kit, where any 9mm P320 can be constructed using the kit, but only one at a time. This change takes 15 minutes. +2 to Stealth to hide weapon.										
SIG Sauer P320 Subcompact	.40 S&W (3d4/-3)	Box:10 13 14:2/18:3	F B	30'	PA	S	1.6	36	0%	L
Two 10 round magazines. Uses P320 .40 magazines. This weapon is built from a kit, where any .40 P320 can be constructed using the kit, but only one at a time. This change takes 15 minutes. +2 to Stealth to hide weapon.										
SIG Sauer P320 Subcompact	.357 SIG (2d6+2/-3)	Box:10 13 14:2/18:3	F B	30'	PA	S	1.6	36	0%	L
Two 10 round magazines. Uses P320 .40 magazines. This weapon is built from a kit, where any .357 P320 can be constructed using the kit, but only one at a time. This change takes 15 minutes. +2 to Stealth to hide weapon.										
SIG Sauer P320 Subcompact	.45 ACP (3d4+2/-4)	Box:6 9 10:2	F B	25'	PA	S	1.6	36	0%	L
Two 6 round magazines. Uses P320 .45 magazines. This weapon is built from a kit, where any .45 P320 can be constructed using the kit, but only one at a time. This change takes 15 minutes. +2 to Stealth to hide weapon.										
SIG Sauer Ultra	.45 ACP (3d4+2/-4)	Box:7 8 10:1	F B	25'	SA	S	1.8	44	0%	L
Two 7 round magazines. Uses 1911 magazines. +3 to Stealth to hide weapon. +1 Mastercraft.										
SIG Sauer P239	9x19mm (2d6/-2)	Box:8:2 10:3	F B	25'	DA/SA	S	1.6	35	0%	L
Two 8 round magazines. +1 to Stealth to hide weapon										
Sig P239	See Text	Box:7:2 8:3	F B	30'	DA/SA	S	1.6	35	0%	L
This firearm can be purchased in one of the following calibers: .40 S&W(3d4/-3) or .357 SIG (2d6+2/-3) Two 7 round magazines. +1 to Stealth to hide weapon										
Springfield Armory 1911 EMP	9x19mm (2d6/-2)	Box:9:1 10:2	F B	35'	SA	S	1.6	40	0%	L
Three 9 round magazines. +1 to Stealth to hide weapon.										
Springfield Armory 1911 EMP	.40 S&W (3d4/-3)	Box:8:1 9:2	F B	35'	SA	S	1.6	40	0%	L
Three 8 round magazines. +1 to Stealth to hide weapon.										
Springfield Armory Range Officer Compact	.45 ACP (3d4+2/-4)	Box:7 8 10:1	F B	30'	SA	S	2.2	32	0%	L
Two 7 round magazines. Uses 1911 magazines. +3 to Stealth to hide weapon.										
Springfield Armory Range Officer Compact	9x19mm (2d6/-2)	Box:8 9 10:1	F B	30'	SA	S	2.2	32	0%	L
Two 8 round magazines. Uses 1911 9mm magazines. +3 to Stealth to hide weapon.										
Taurus Model 454, 2"	.454 Casull (3d6+5/-6) or .45 Long Colt (2d6+3/-3)	Cyl:5	F B	25'	RDA	S	3.0	45	0%	L
Not affected by Error Range from ammunition.										
Taurus Public Defender	.45 Long Colt (2d6+3/-3) or .410 Bore (3d4+1/-3)	Cyl:5	F B	20'	RDA	S	1.8	32	0%	L
+1 to Stealth to hide weapon. Not affected by Error Range from ammunition.										
Tanfoglio Witness Compact	9x19mm (2d6/-2)	Box:14 17:1/23:3	F B IT	30'	DA/SA	S	1.8	30	0%	L
Two 14 round magazines. Uses Witness 9mm magazines. +1 to Stealth to hide weapon.										
Tanfoglio Witness Compact	See Text	Box:12 14:1/19:3	F B IT	30'	DA/SA	S	1.8	30	0%	L
This firearm can be purchased in one of the following calibers: .40 S&W (3d4/-3) or 10mm Auto (2d6+4/-4). Two 12 round magazines. Uses Witness .40 S&W magazines. +1 to Stealth to hide weapon.										
Tanfoglio Witness Compact	.45 ACP (3d4+2/-4)	Box:8 10:1/19:3	F B IT	30'	DA/SA	S	1.8	30	0%	L
Two 8 round magazines. Uses Witness .45 ACP magazines. -1 to Stealth to hide weapon.										
Walther PPS	9x19mm (2d6/-2)	Box:6:1/7:2/8:3	F B	25'	PA	S	1.2	30	0%	L
Two 6 round magazines. +3 to Stealth to hide weapon.										
Walther PPS	.40 S&W (3d4/-3)	Box:5:1/6:2/7:3	F B	25'	PA	S	1.3	30	0%	L
Two 5 round magazines. +3 to Stealth to hide weapon.										
Walther CCP	9x19mm (2d6/-2)	Box:8:2	F B IT	25'	PA	T	1.2	38	0%	L
Two 8 round magazines.										
Wilson Combat Sentinel	9x19mm (2d6/-2)	Box:8 9 10:1	F B	30'	SA	S	1.9	160	0%	L
Precision Barrel and two 8 round magazines. Uses 1911 9mm magazines. +2 Mastercraft.										
Wilson Combat Super Sentinel	.38 Super (3d4+3/-4) or .38 ACP (2d6+1/-3)	Box:8 9 10:1	F B	30'	SA	S	1.6	180	0%	L
Precision Barrel and two 8 round magazines. Uses 1911 .38 magazines.+2 Mastercraft.										
Wilson Combat Ms. Sentinel	9x19mm (2d6/-2)	Box:8 9 10:1	F B	30'	SA	S	1.6	189	0%	L
Precision Barrel and two 8 round magazines. Uses 1911 9mm magazines. +2 Mastercraft.										

Table 15: Expensive Modern Backup Handguns, Cont

Modern Full Size Handguns Full-size handguns usually serve as the duty weapons of most military forces and law enforcement officers around the world. They're built for effectiveness over concealment, with bulky utilitarian frames, heavy grips, and high ammunition capacities. Full-size handguns go well with any holster that they can fit in, but generally are put in belt holsters, tactical holsters, and shoulder holsters

Full-size handguns do not necessarily have to meet the concealable issue that backup and holdout handguns have, therefore are generally larger and possess plenty of ammunition to have an extended fight with. The downsides are that they do shoot handgun ammunition, and are weak when compared to rifles and shotguns. Full sized handguns should be used when concealment is not a large issue, but a full sized rifle or shotgun would be unwieldy to use, or too heavy to carry. When used with longarms, they should supplement the weapon, particularly as a backup gun.

Cheap Modern-day Full Size Handguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
AMT Hardballer Government Two 7 round magazines. Uses 1911 magazines.	.45 ACP (3d4+2/-4)	Box:7 8 10:1	F B	35'	SA	S	2.4	15	10%	L
Arcus DAC Two 13 round magazines. Uses Browning Hi-Power magazines.	9x19mm (2d6/-2)	Box:13:3	F B	30'	SA	S	2.1	14	5%	L
Canik MKEK Two 17 round magazines.	9x19mm (2d6/-2)	Box:17:2	F B	30'	DA/SA	S	3.0	16	5%	L
Canik MKEK Two 13 round magazines.	.40 S&W (3d4/-3)	Box:13:2	F B	30'	DA/SA	S	3.0	16	5%	L
Rock Island Armory 1911-AIFS Two 8 round magazines. Uses 1911 magazines.	.45 ACP (3d4+2/-4)	Box:7 8 10:1	F B	30'	SA	S	2.4	15	5%	L
Ruger P89 Fortified Frame. Two 15 round magazines. Uses P89 magazines.	9x19mm (2d6/-2)	Box:15:1/20:2/30:3	F B	35'	DA/SA	S	2.0	15	5%	L
Ruger 9E One 17 round magazine.	9x19mm (2d6/-2)	Box:17:1	F B IT	30'	PA	S	1.7	16	0%	L
Ruger Security Six Not affected by Error Range from ammunition.	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Cyl:6	F B	30'	RDA	S	2.1	15	0%	L
SIG Sauer P250 Compact Two 15 round magazines. Uses P320 9mm magazines. This weapon is built from a kit, where any 9mm P250 can be constructed using the kit, but only one at a time. This change takes 15 minutes. +1 to Stealth to hide weapon.	9x19mm (2d6/-2)	Box:15 17:2/21:3	F B IT	35'	DAO	S	1.6	15	0%	L
SIG Sauer P250 Compact Two 13 round magazines. Uses P320 .40 magazines. This weapon is built from a kit, where any .40 P250 can be constructed using the kit, but only one at a time. This change takes 15 minutes. +1 to Stealth to hide weapon	.40 S&W (3d4/-3)	Box:13 14:2/18:3	F B IT	35'	DAO	S	1.6	15	0%	L
SIG Sauer P250 Compact Two 13 round magazines. Uses P320 .40 magazines. This weapon is built from a kit, where any .357 P250 can be constructed using the kit, but only one at a time. This change takes 15 minutes. +1 to Stealth to hide weapon.	.357 SIG (2d6+2/-3)	Box:13 14:2/18:3	F B IT	35'	DAO	S	1.6	15	0%	L
SIG Sauer P250 Compact Two 9 round magazines. Uses P320 .45 magazines. This weapon is built from a kit, where any .45 P250 can be constructed using the kit, but only one at a time. This change takes 15 minutes. +1 to Stealth to hide weapon.	.45 ACP (3d4+2/-4)	Box:9 10:2	F B IT	30'	DAO	S	1.6	15	0%	L
SIG Sauer P250 Full Size Two 17 round magazines. Uses P320 9mm magazines. This weapon is built from a kit, where any 9mm P250 can be constructed using the kit, but only one at a time. This change takes 15 minutes.	9x19mm (2d6/-2)	Box:17:2/21:3	F B IT	35'	DAO	S	1.8	15	0%	L
SIG Sauer P250 Full Size Two 14 round magazines. Uses P320 .40 magazines. This weapon is built from a kit, where any .40 P250 can be constructed using the kit, but only one at a time. This change takes 15 minutes.	.40 S&W (3d4/-3)	Box:14:2/18:3	F B IT	35'	DAO	S	1.8	15	0%	L
SIG Sauer P250 Full Size Two 14 round magazines. Uses P320 .40 magazines. This weapon is built from a kit, where any .357 P250 can be constructed using the kit, but only one at a time. This change takes 15 minutes.	.357 SIG (2d6+2/-3)	Box:14:2/18:3	F B IT	35'	DAO	S	1.8	15	0%	L
SIG Sauer P250 Full Size Two 10 round magazines. Uses P320 .45 magazines. This weapon is built from a kit, where any .45 P250 can be constructed using the kit, but only one at a time. This change takes 15 minutes.	.45 ACP (3d4+2/-4)	Box:10:2	F B IT	30'	DAO	S	1.8	15	0%	L

Table 16: Cheap Modern Full Size Handguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
S&W Model 13 4"	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Cyl:6	F B	30'	RDA	S	1.9	12	0%	L
Not affected by Error Range from ammunition.										
S&W SD9VE	9x19mm (2d6/-2)	Box:16:1	F B 1T	35'	PA	S	1.5	16	5%	L
Two 16 round magazines.										
S&W SD40VE	.40 S&W (3d4/-3)	Box:14:1	F B 1T	30'	PA	S	1.5	16	5%	L
Two 14 round magazines.										
Taurus Model 65	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Cyl:6	F B	30'	RDA	S	2.4	12	5%	L
Not affected by Error Range from ammunition.										

Table 17: Cheap Modern Full Size Handguns, Cont

Mid-range Modern Full Size Handguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Benelli Model B-76 One 8 round magazine. +1 to Stealth to hide weapon.	9x19mm (2d6/-2)	Box:8:2	F B	35'	DA/SA	S	2.1	25	0%	L
Beretta 92FS Two 15 round magazines. Uses 92FS magazines. -1 to Stealth to hide weapon.	9x19mm (2d6/-2)	Box:15 17:1/30:2/20:3	F B	35'	DA/SA	S	2.1	22	0%	L
Beretta 92A1 Two 15 round magazines. Uses 92FS magazines. -1 to Stealth to hide weapon.	9x19mm (2d6/-2)	Box:15 17:1/30:2/20:3	F B IT	35'	DA/SA	S	2.1	30	0%	L
Beretta 96FS Two 11 round magazines. Uses 96FS magazines. -1 to Stealth to hide weapon.	.40 S&W (3d4/-3)	Box:11 13:1/15:2	F B	30'	DA/SA	S	2.1	22	0%	L
Beretta 96A1 Two 11 round magazines. Uses 96FS magazines. -1 to Stealth to hide weapon.	.40 S&W (3d4/-3)	Box:11 13:1/15:2	F B IT	30'	DA/SA	S	2.1	30	0%	L
Beretta 8000 Cougar Two 15 round magazines.	9x19mm (2d6/-2)	Box:15:1	F B	35'	DA/SA	S	1.9	25	0%	L
Beretta 8357 Cougar Two 11 round magazines. Uses 8040 magazines.	.357 SIG (2d6+2/-3)	Box:11:1	F B	40'	DA/SA	S	2.1	26	0%	L
Beretta 8040 Cougar Two 11 round magazines. Uses 8040 magazines.	.40 S&W (3d4/-3)	Box:11:1	F B	30'	DA/SA	S	2.1	26	0%	L
Beretta 8045 Cougar Two 8 round magazines. Uses 8045 magazines.	.45 ACP (3d4+2/-4)	Box:8:1	F B	30'	DA/SA	S	2.2	26	0%	L
Beretta Px4 Storm Two 17 round magazines. Uses Px4 9mm magazines.	9x19mm (2d6/-2)	Box:17:2/20:3	F B IT	35'	DA/SA	S	1.9	25	0%	L
Beretta Px4 Storm Two 14 round magazines. Uses Px4 .40 magazines.	.40 S&W (3d4/-3)	Box:14 17:2	F B IT	30'	DA/SA	S	1.9	25	0%	L
Beretta Px4 Storm Two 9 round magazines.	.45 ACP (3d4+2/-4)	Box:9 10:2	F B IT	30'	DA/SA	S	1.9	25	0%	L
Bersa Thunder Pro High Capacity Two 17 round magazines.	9x19mm (2d6/-2)	Box:17:1	F B IT	35'	DA/SA	S	1.9	22	0%	L
Bersa Thunder Pro High Capacity Two 13 round magazines.	.40 S&W (3d4/-3)	Box:13:1	F B IT	30'	DA/SA	S	1.9	22	0%	L
Browning Hi-Power Two 13 round magazines. Uses Browning Hi-Power magazines.	9x19mm (2d6/-2)	Box:13:3	F B	35'	SA	S	2.2	25	0%	L
Browning Hi-Power Two 10 round magazines. Uses Browning Hi-Power .40 Magazines.	.40 S&W (3d4/-3)	Box:10:3	F B	30'	SA	S	2.2	25	0%	L
Browning Hi-Power Two 10 round magazines. Uses Browning Hi-Power .40 Magazines.	.357 SIG (2d6+2/-3)	Box:10:3	F B	30'	SA	S	2.2	27	0%	L
Colt Delta Elite Two 8 round magazines. Uses 1911 10mm magazines.	10mm Auto (2d6+4/-4)	Box:8:2	F B	30'	SA	S	2.4	35	0%	L
Charter Arms Professional Not affected by Error Range from ammunition. +1 to Stealth to hide weapon	.32 H&R Magnum (1d8+3/-3) or .32 S&W Long (1d4+1/+0)	Cyl:7	F B	30'	RDA	S	1.4	22	0%	L
Colt Government 70 One 7 round magazine. Uses 1911 magazines.	.45 ACP (3d4+2/-4)	Box:7 8 10:1	F B	30'	SA	S	2.4	30	0%	L
Colt Government 70 One 9 round magazine. Uses 1911 .38 magazines.	.38 Super (3d4+3/-4)	Box:9:1/10:2	F B	35'	SA	S	2.4	35	0%	L
CZ 75 Two 16 round magazines. Uses CZ 75 magazines.	9x19mm (2d6/-2)	Box:16:1/19 25:2	F B	35'	DA/SA	S	2.4	25	0%	L
CZ 75 Two 12 round magazines. Uses CZ 75 .40 magazines.	.40 S&W (3d4/-3)	Box:12:1/14:2	F B	30'	DA/SA	S	2.4	26	0%	L
CZ 97 Two 10 round magazines.	.45 ACP (3d4+2/-4)	Box:10:1	F B	30'	DA/SA	S	2.5	26	0%	L
CZ P-07 Two 15 round magazines. Uses P-10 magazines. +1 to Stealth to hide weapon.	9x19mm (2d6/-2)	Box:15 19:2	F B IT	30'	DA/SA	S	2.8	27	0%	L
CZ P-07 Two 12 round magazines. Uses P-07 .40 magazines. +1 to Stealth to hide weapon.	.40 S&W (3d4/-3)	Box:12 15:2	F B IT	30'	DA/SA	S	2.8	27	0%	L
CZ P-09 Two 19 round magazines. Uses P-10 magazines. -1 to Stealth to hide weapon.	9x19mm (2d6/-2)	Box:19:2	F B IT	35'	DA/SA	S	1.9	28	0%	L

Table 18: Mid-range Modern Full Size Handguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
CZ P-09	.40 S&W (3d4/-3)	Box:15:2	F B IT	35'	DA/SA	S	1.9	28	0%	L
Two 15 round magazines. Uses P-07 .40 magazines. -1 to Stealth to hide weapon.										
CZ P-10C	9x19mm (2d6/-2)	Box:15 19:2	F B IT	30'	PA	S	1.6	25	0%	L
Two 15 round magazines. Uses P-10 magazines. +1 to Stealth to hide weapon.										
CZ P-10F	9x19mm (2d6/-2)	Box:19:2	F B IT	35'	PA	S	1.8	26	0%	L
Two 19 round magazines. Uses P-10 magazines. -1 to Stealth to hide weapon.										
FN FNS-9 Compact	9x19mm (2d6/-2)	Box:12 17:1	F B IT	30'	PA	S	1.5	26	0%	L
Three 12 round magazines. Uses FNS/FNX-9 magazines. +3 to Stealth to hide weapon.										
FN FNX-9	9x19mm (2d6/-2)	Box:17:2	F B IT	35'	DA/SA	S	1.3	30	0%	L
Three 17 round magazines. Uses FNS/FNX-9 magazines.										
FN FNS-9	9x19mm (2d6/-2)	Box:17:2	F B IT	35'	PA	S	1.6	29	0%	L
Three 17 round magazines. Uses FNS/FNX-9 magazines.										
FN FNX-40	.40 S&W (3d4/-3)	Box:14:1	F B IT	30'	DA/SA	S	1.6	26	0%	L
Three 14 round magazines. Uses FNS/FNX-40 magazines.										
FN FNS-40	.40 S&W (3d4/-3)	Box:14:1	F B IT	30'	PA	S	1.7	29	0%	L
Three 14 round magazines. Uses FNS/FNX-40 magazines.										
FN FNS-40 Compact	.40 S&W (3d4/-3)	Box:10 14:1	F B IT	30'	PA	S	1.4	27	0%	L
Three 10 round magazines. Uses FNS/FNX-40 magazines. +3 to Stealth to hide weapon.										
FN FNX-45	.45 ACP (3d4+2/-4)	Box:15:1	F B IT	30'	DA/SA	S	2.0	28	0%	L
Three 15 round magazines. Uses FNX-45 magazines. -2 to Stealth to hide weapon.										
Glock 17	9x19mm (2d6/-2)	Box:17 19:1/33:2	F B IT	35'	PA	S	1.4	20	0%	L
Two 17 round magazines. Uses Glock 26 magazines.										
Glock 19	9x19mm (2d6/-2)	Box:15 17 19:1/33:2	F B IT	35'	PA	S	1.3	19	0%	L
Two 15 round magazines. Uses Glock 26 magazines. +1 to Stealth to hide weapon.										
Glock 20	10mm Auto (2d6+4/-4)	Box:15 17:1/33:3	F B IT	40'	PA	S	1.7	21	0%	L
Two 15 round magazines. Uses Glock 29 magazines. -1 to Stealth to hide weapon.										
Glock 21	.45 ACP (3d4+2/-4)	Box:13:1/27:2	F B IT	30'	PA	S	1.6	21	0%	L
Two 13 round magazines. Uses Glock 30 magazines. -1 to Stealth to hide weapon.										
Glock 22	.40 S&W (3d4/-3)	Box:15 17 19 24:1/31:2	F B IT	30'	PA	S	1.4	22	0%	L
Two 15 round magazines. Uses Glock 27 magazines.										
Glock 23	.40 S&W (3d4/-3)	Box:13 15 17 19 24:1/31:2	F B IT	30'	PA	S	1.3	22	0%	L
Two 13 round magazines. Uses Glock 27 magazines. +1 to Stealth to hide weapon.										
Glock 25	.380 ACP (2d4/-1)	Box:15:1	F B IT	30'	PA	S	1.3	21	0%	L
Two 15 round magazines. Uses Glock 28 magazines. +1 to Stealth to hide weapon.										
Glock 31	.357 SIG (2d6+2/-3)	Box:15:1	F B IT	35'	PA	S	1.4	21	0%	L
Two 15 round magazines. Uses Glock 33 magazines.										
Glock 32	.357 SIG (2d6+2/-3)	Box:13 15:1	F B IT	35'	PA	S	1.3	24	0%	L
Two 13 round magazines. Uses Glock 33 magazines. +1 to Stealth to hide weapon.										
Glock 37	.45 GAP (3d4+2/-4)	Box:10:1	F B IT	30'	PA	S	1.6	19	0%	L
Two 10 round magazines. Uses Glock 39 magazines.										
Glock 38	.45 GAP (3d4+2/-4)	Box:8 10:1	F B IT	30'	PA	S	1.5	19	0%	L
Two 8 round magazines. Uses Glock 39 magazines. +1 to Stealth to hide weapon.										
Glock 44	.22 Long Rifle (1d4/+0)	Box:10:1	F B IT	30'	PA	S	1.3	18	0%	L
Three 10 round magazines.										
IMI Jericho 941 "Baby Eagle"	.40 S&W (3d4/-3)	Box:12:1/14:2	F B	30'	DA/SA	S	2.0	20	0%	L
Two 12 round magazines. Uses CZ 75 .40 magazines.										
IMI Jericho 941 "Baby Eagle"	9x19mm (2d6/-2)	Box:16:1/19 25:2	F B	30'	DA/SA	S	2.2	20	0%	L
Two 16 round magazines. Uses CZ 75 magazines.										
Rock Island Armory 1911-A1	.45 ACP (3d4+2/-4)	Box:7 8 10:1	F B	35'	SA	S	2.5	18	0%	L
Tactical One 8 round magazine. Uses 1911 magazines.										
Rock Island Armory 1911-AIFS	.38 Super (3d4+3/-4)	Box:9:1	F B	35'	SA	S	2.4	24	5%	L
One 9 round magazine. Uses 1911 .38 magazines.										
Ruger GP100	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Cyl:6	F B	35'	RDA	S	2.2	19	0%	L
Fortified Frame. Not affected by Error Range from ammunition.										

Table 19: Mid-range Modern Full Size Handguns, Cont

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Ruger P90 Fortified Frame. Two 8 round magazines.	.45 ACP (3d4+2/-4)	Box:8:1	F B	30'	DA/SA	S	2.3	18	5%	L
Ruger P91 Fortified Frame. Two 10 round magazines.	.40 S&W (3d4/-3)	Box:10:1	F B	30'	DA/SA	S	2.0	17	5%	L
Ruger Single Seven Fortified Frame. Not affected by Error Range from ammunition.	.327 Fed Mag (2d6+1/-2) or .32 H&R Magnum(1d8+3/-3) or .32 S&W Long (1d4+1/+0)	Cyl:7	F B	35'	SA	S	2.1	30	0%	L
Ruger SR9 Two 17 round magazines. Uses SR9c magazines.	9x19mm (2d6/-2)	Box:17:1	F B IT	30'	PA	S	1.6	22	0%	L
Ruger SR40 Two 15 round magazines. Uses SR40c magazines.	.40 S&W (3d4/-3)	Box:15:1	F B IT	30'	PA	S	1.6	22	0%	L
Ruger SR45 Two 10 round magazines.	.45 ACP (3d4+2/-4)	Box:10:1	F B IT	30'	PA	S	1.6	22	0%	L
S&W Model 3906 Fortified Frame. Two 9 round magazines. Uses 3913 magazines. +1 to Stealth to hide weapon.	9x19mm (2d6/-2)	Box:9:1	F B	30'	DA/SA	S	1.9	20	0%	L
S&W Model 686 4" Not affected by Error Range from ammunition. +1 Mastercraft.	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Cyl:6	F B	35'	RDA	S	2.4	24	0%	L
S&W Model 1006 Fortified Frame. Two 9 round magazines. Uses 1006 magazines. -1 to Stealth to hide weapon.	10mm Auto (2d6+4/-4)	Box:9:1	F B	40'	DA/SA	S	2.8	28	0%	L
S&W Model 1046 Fortified Frame. Two 9 round magazines. Uses 1006 magazines. -1 to Stealth to hide weapon.	10mm Auto (2d6+4/-4)	Box:9:1	F B	40'	DAO	S	2.8	26	0%	L
S&W Model 4006 Fortified Frame. Two 11 round magazines. Uses 4006 magazines.	.40 S&W (3d4/-3)	Box:11:1	F B	30'	DA/SA	S	2.5	25	0%	L
S&W Model 4046 Fortified Frame. Two 11 round magazines. Uses 4006 magazines.	.40 S&W (3d4/-3)	Box:11:1	F B	30'	DAO	S	2.5	25	0%	L
S&W Model 4506 Fortified Frame. Two 8 round magazines. Uses 4516 magazines. -1 to Stealth to hide weapon.	.45 ACP (3d4+2/-4)	Box:8:1	F B	30'	DA/SA	S	2.6	24	0%	L
S&W Model 4546 Fortified Frame. Two 8 round magazines. Uses 4516 magazines. -1 to Stealth to hide weapon.	.45 ACP (3d4+2/-4)	Box:8:1	F B	30'	DAO	S	2.6	22	0%	L
S&W Model 5906 Fortified Frame. Two 15 round magazines. Uses 6906 magazines.	9x19mm (2d6/-2)	Box:15:1/20:2/30:5	F B	35'	DA/SA	S	2.4	23	0%	L
S&W Model 5946 Fortified Frame. Two 15 round magazines. Uses 6906 magazines.	9x19mm (2d6/-2)	Box:15:1/20:2/30:5	F B	35'	DAO	S	2.4	23	0%	L
S&W M&P 9mm Two 17 round magazines. Uses M&P 9mm magazines.	9x19mm (2d6/-2)	Box:17:1/23:2	F B IT	35'	PA	S	1.5	28	0%	L
S&W M&P 40 Two 15 round magazines. Uses M&P .40 magazines.	.40 S&W (3d4/-3)	Box:15:1	F B IT	30'	PA	S	1.5	28	0%	L
S&W Model 696 3" Not affected by Error Range from ammunition.	.44 Special (1d6+6/-4)	Cyl:5	F B	30'	RDA	S	2.4	30	0%	L
S&W Model 19 4" Not affected by Error Range from ammunition.	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Cyl:6	F B	35'	RDA	S	2.4	30	0%	L
SIG Sauer P220 Two 8 round magazines.	.45 ACP (3d4+2/-4)	Box:8 10:2	F B	30'	DA/SA	S	1.8	27	0%	L
SIG Sauer P220 Two 8 round magazines.	10mm Auto (2d6+4/-4)	Box:8 10:2	F B	30'	DA/SA	S	1.8	29	0%	L
SIG Sauer P225 Two 8 round magazines. +1 to Stealth to hide weapon.	9x19mm (2d6/-2)	Box:8:2	F B	30'	DA/SAS	S	1.6	29	0%	L
SIG Sauer P226 Two 15 round magazines. Uses P226 9mm magazines. -1 to Stealth to hide weapon.	9x19mm (2d6/-2)	Box:15 20:2	F B IT	35'	DA/SA	S	2.0	30	0%	L
SIG Sauer P226 This firearm can be purchased in one of the following calibers: .40 S&W (3d4/-3) or .357 SIG (2d6+2/-3). Two 15 round magazines. Uses P226 .40 magazines. -1 to Stealth to hide weapon.	See Text	Box:12 15:2	F B IT	35'	DA/SA	S	2.0	30	0%	L

Table 20: Mid-range Modern Full Size Handguns, Cont

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
SIG Sauer P228 Two 13 round magazines.	9x19mm (2d6/-2)	Box:13 15:2	F B	30'	DA/SA	S	1.8	28	0%	L
SIG Sauer P229 Two 15 round magazines.	9x19mm (2d6/-2)	Box:15:2	F B	30'	DA/SA	S	2.1	30	0%	L
SIG Sauer P229 This firearm can be purchased in one of the following calibers: .40 S&W (3d4/-3) or .357 SIG (2d6+2/-3). Two 12 round magazines. Uses P229 .40 magazines.	See Text	Box:12:2	F B	30'	DA/SA	S	2.1	30	0%	L
SIG Sauer P227 Two 10 round magazines. -1 to Stealth to hide weapon.	.45 ACP (3d4+2/-4)	Box:10:2/14:3	F B IT	30'	DA/SA	S	2.0	38	0%	L
Springfield Armory XD, 4" Two 16 round magazines.	9x19mm (2d6/-2)	Box:16:1	F B IT	35'	PA	S	1.8	20	0%	L
Springfield Armory XD, 4" This firearm can be purchased in one of the following calibers: .40 S&W (3d4/-3) or .357 SIG (2d6+2/-3). Two 12 round magazines. Uses XD .40 magazines.	See Text	Box:12:1	F B IT	30'	PA	S	1.8	20	0%	L
Springfield Armory XD, 4.5" Two 15 round magazines. Uses XD 10mm magazines.	10mm Auto (2d6+4/-4)	Box:15:1	F B IT	35'	PA	S	1.8	20	0%	L
Springfield Armory XD, 4" Two 13 round magazines. -1 to Stealth to hide weapon.	.45 ACP (3d4+2/-4)	Box:13:1	F B IT	30'	PA	S	1.9	20	0%	L
Steyr Model M40 Two 12 round magazines. +1 to Stealth to hide weapon.a	.40 S&W (3d4/-3)	Box:12:1	F B IT	30'	PA	S	1.7	22	0%	L
Steyr Model M357 Two 12 round magazines. Uses Steyr M40 magazines. +1 to Stealth to hide weapon.	.357 SIG (2d6+2/-3)	Box:12:1	F B IT	30'	PA	S	1.7	22	0%	L
Steyr Model M9 Two 15 round magazines. +1 to Stealth to hide weapon.	9x19mm (2d6/-2)	Box:15:1/17:2	F B IT	35'	PA	S	1.6	22	0%	L
Taurus G3 One 15 round magazine. Uses P226 9mm magazines. +1 to Stealth to hide weapon.	9x19mm (2d6/-2)	Box:15 20:2	F B	30'	DA/SA	S	1.5	18	5%	L
Taurus PT92AF Two 15 round magazines. -1 to Stealth to hide weapon.	9x19mm (2d6/-2)	Box:15 17:1/30:2	F B	30'	DA/SA	S	2.1	17	5%	L
Taurus PT100 Two 11 round magazines. -1 to Stealth to hide weapon.	.40 S&W (3d4/-3)	Box:11:1/15:2	F B	30'	DA/SA	S	2.1	20	5%	L
Taurus Model 1911 Two 8 round magazines. Uses 1911 magazines.	.45 ACP (3d4+2/-4)	Box:7 8 10:1	F B	30'	SA	S	2.4	23	0%	L
Taurus Model 450 Not affected by Error Range from ammunition.	.45 Long Colt (2d6+3/-3)	Cyl:5	F B	35'	RDA	S	1.2	17	0%	L
Taurus Model 454, 4" Not affected by Error Range from ammunition.	.454 Casull (3d6+5/-6) or .45 Long Colt (2d6+3/-3)	Cyl:5	F B	40'	RDA	S	3.2	25	0%	L
Taurus Judge Not affected by Error Range from ammunition.	.45 Long Colt (2d6+3/-3) or .410 Bore (3d4+1/-3)	Cyl:5	F B	30'	RDA	S	1.8	24	0%	L
Taurus Model 66 Not affected by Error Range from ammunition. -1 to Stealth to hide weapon.	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Cyl:7	F B	35'	RDA	S	2.4	25	0%	L
Taurus Model 82 Not affected by Error Range from ammunition.	.38 Special (2d4+1/-1)	Cyl:6	F B	35'	RDA	S	2.0	19	0%	L
Taurus Model 617 Not affected by Error Range from ammunition. -1 to Stealth to hide weapon.	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Cyl:7	F B	25'	RDA	S	1.8	19	0%	L
Taurus Model 817 Not affected by Error Range from ammunition. -1 to Stealth to hide weapon.	.38 Special (2d4+1/-1)	Cyl:7	F B	25'	RDA	S	1.3	22	0%	L
Tanfoglio Witness Full Size This firearm can be purchased in one of the following calibers: 9x19mm (2d6/-2) or .38 Super (3d4+3/-4). Two 17 round magazines. Uses Witness 9mm magazines. -1 to Stealth to hide weapon.	See Text	Box:17:1/23:3	F B IT	35'	DA/SA	S	2.0	30	0%	L

Table 21: Mid-range Modern Full Size Handguns, Cont

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Tanfoglio Witness Full Size	See Text	Box:14:1/19:3	F B IT	35'	DA/SA	S	2.0	30	0%	L
This firearm can be purchased in one of the following calibers: .40 S&W (3d4/-3) or 10mm Auto (2d6+4/-4). Two 14 round magazines. Uses Witness .40 S&W magazines. -1 to Stealth to hide weapon.										
Tanfoglio Witness Full Size	.45 ACP (3d4+2/-4)	Box:10:1/19:3	F B IT	35'	DA/SA	S	2.0	30	0%	L
Two 10 round magazines. Uses Witness .45 ACP magazines. -1 to Stealth to hide weapon.										
Walther P99	9x19mm (2d6/-2)	Box:16:1	F B IT	30'	PA	S	1.4	27	0%	L
Two 16 round magazines.										
Walther P99	.40 S&W (3d4/-3)	Box:12:1	F B IT	30'	PA	S	1.4	27	0%	L
Two 12 round magazines.										
Walther PPQ	9x19mm (2d6/-2)	Box:15:2	F B IT	35'	PA	S	1.8	29	0%	L
Two 15 round magazines. Uses PPQ magazines.										
MP-443 Grach	9x19mm (2d6/-2)	Box:18:4	F B	30'	DAO	S	2.1	28	0%	L
Two 18 round magazines.										
Norinco P762	7.62x25mm Tokarev (2d8+2/-4)	Box:15:2	F B IT	35'	DA/SA	S	2.2	27	0%	L
Two 15 round magazines.										

Table 22: Mid-range Modern Full Size Handguns, Cont

Expensive Modern-day Full Size Handguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
AEK-906	9x18mm PM (2d4+1/-1)	Cyl:6	F B	30'	RDA	S	1.7	41	0%	L
Not affected by Error Range from ammunition.										
Beretta 92FS Brigadier	9x19mm (2d6/-2)	Box:15 17:1/30:2/20:3	F B	35'	DA/SA	S	2.5	45	0%	L
Fortified Frame and two 15 round magazines. Uses 92FS magazines. -2 to Stealth to hide weapon.										
Beretta 92G Elite LTT	9x19mm (2d6/-2)	Box:15 17:1/30:2/20:3	F B IT	35'	DA/SA	S	2.2	60	0%	L
Precision Barrel, high visibility sights, and three 15 round magazines. Uses 92FS magazines. -1 to Stealth to hide weapon. +1 Mastercraft.										
Beretta 92G Brigadier Tactical	9x19mm (2d6/-2)	Box:15 17:1/30:2/20:3	F B IT	35'	DA/SA	S	2.6	61	0%	L
Fortified Frame, precision barrel and three 15 round magazines. Uses 92FS magazines. -2 to Stealth to hide weapon. +1 Mastercraft.										
Beretta 96FS Brigadier	9x19mm (2d6/-2)	Box:11 13:1/15:2	F B	30'	DA/SA	S	2.5	45	0%	L
Fortified Frame and two 11 round magazines. Uses 96FS magazines. -2 to Stealth to hide weapon.										
Bren 10 Special Forces	10mm Auto (2d6+4/-4)	Box:11:4	F B	40'	SA	S	2.4	60	0%	L
One 11 round magazine. +1 Mastercraft.										
Coonan Classic	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Box:7:3	F B	35'	SA	S	2.6	60	0%	L
One 7 round magazine. +1 Mastercraft.										
Colt Python, 2½"	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Cyl:6	F B	25'	RDA	S	2.0	42	0%	L
Not affected by Error Range from ammunition. +1 Mastercraft.										
Colt Python, 4"	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Cyl:6	F B	40'	RDA	M	2.6	42	0%	L
Not affected by Error Range from ammunition. +1 Mastercraft.										
Colt Python, 6"	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Cyl:6	F B	50'	RDA	M	3.0	42	0%	L
Not affected by Error Range from ammunition. +1 Mastercraft.										
Colt Rail Gun	.45 ACP (3d4+2/-4)	Box:7 8 10:1	F B IT	30'	SA	S	2.4	45	0%	L
One 7 round magazine. Uses 1911 magazines.										
CZ 75 SP-01	9x19mm (2d6/-2)	Box:19 25:2	F B T	35'	DA/SA	S	2.5	31	0%	L
Two 19 round magazines. Uses CZ 75 magazines.										
CZ 75 Tactical Sport	9x19mm (2d6/-2)	Box:20:2/26:6	F B	40'	DA/SA	S	2.8	83	0%	L
Three 20 round magazines. Uses CZ 75 TS magazines. -2 to Stealth to hide weapon. +1 Mastercraft.										
CZ 75 Tactical Sport	.40 S&W (3d4/-3)	Box:16:2	F B	40'	DA/SA	S	2.8	83	0%	L
Three 16 round magazines. -2 to Stealth to hide weapon. +1 Mastercraft.										
CZ 75 Tactical Sport	9x19mm (2d6/-2)	Box:20:2/26:6	F B	40'	SA	S	3.3	171	0%	L
Czechmate Fortified frame, red dot sight, three 20 round magazines, and one 26 round magazine. Uses CZ 75 TS magazines. -2 to Stealth to hide weapon. +3 Grandmastercraft.										
Dan Wesson DWX	9x19mm (2d6/-2)	Box:19:2	F B	40'	SA	S	2.6	90	0%	L
Adjustable iron sights and three 19 round magazines. Uses P-10 magazines. -2 to Stealth to hide weapon. +1 Mastercraft.										
Dan Wesson DWX	.40 S&W (3d4/-3)	Box:15:2	F B	40'	SA	S	2.6	90	0%	L
Adjustable iron sights and three 15 round magazines. Uses P-07 .40 magazines. -2 to Stealth to hide weapon. +1 Mastercraft.										
Chiappa Rhino 40D 4"	9x19mm (2d6/-2)	Cyl:6	F B IT	35'	RDA	S	1.9	65	0%	L
Not affected by Error Range from ammunition. +1 Mastercraft. Reduces the Caliber Recoil Penalty by 1 for all attacks.										
Chiappa Rhino 40D 4"	.40 S&W (3d4/-3)	Cyl:6	F B IT	35'	RDA	S	1.9	65	0%	L
Not affected by Error Range from ammunition. +1 Mastercraft. Reduces the Caliber Recoil Penalty by 1 for all attacks.										
Chiappa Rhino 40D 4"	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Cyl:6	F B IT	35'	RDA	S	1.9	65	0%	L
Not affected by Error Range from ammunition. +1 Mastercraft. Reduces the Caliber Recoil Penalty by 1 for all attacks.										
FN Five-seveN	5.7x28mm (3d4-1/-3)	Box:20:3/30:4	F B IT	30'	PA	S	1.5	50	0%	L
Three 20 round magazines.										
FN FNX-45 Tactical	.45 ACP (3d4+2/-4)	Box:15:1	F B O IT	35'	DA/SA	S	2.8	40	0%	L
Three 15 round magazines. Uses FNX-45 magazines. -2 to Stealth to hide weapon.										
Freedom Arms Model 83	.500 WE (4d6+2/-6)	Cyl:5	F B	50'	SA	M	2.9	70	0%	L
Not affected by Error Range from ammunition. +2 to Stealth to hide weapon.										
Guncrafter Industries Model	.50 GI (5d3+2/-5)	Box:7:2	F B	45'	SA	S	2.4	140	0%	L
No. 1 One 7 round magazine, Uses 50GI magazines, -1 to Stealth to hide weapon										

Table 23: Expensive Modern Full Size Handguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Guncrafter Industries Model No. 2 One 7 round magazine, Uses 50GI magazines, -1 to Stealth to hide weapon	.50 GI (5d3+2/-5)	Box:7:2	F B IT	45'	SA	S	2.4	145	0%	L
H&K HK45 Two 10 round magazines. -1 to Stealth to hide weapon.	.45 ACP (3d4+2/-4)	Box:10:2	F B IT	35'	DA/SA	S	1.7	60	0%	L
H&K HK45 Compact Two 8 round magazines.	.45 ACP (3d4+2/-4)	Box:8 10:2	F B IT	30'	DA/SA	S	1.6	58	0%	L
H&K UCP Two 20 round magazines.	4.6x30mm (3d4-1/-3)	Box:20:3	F B IT	30'	DA/SA	S	1.8	40	0%	L
H&K USP 45 Two 12 round magazines, -2 to Stealth to hide weapon.	.45 ACP (3d4+2/-4)	Box:12:2	F B IT	30'	DA/SA	S	1.9	40	0%	L
H&K USP 40 Two 13 round magazines.	.40 S&W (3d4/-3)	Box:13:2 16:4	F B IT	30'	DA/SA	S	1.8	35	0%	L
H&K USP 9 Two 15 round magazines.	9x19mm (2d6/-2)	Box:15:2 18:3 30:7	F B IT	35'	DA/SA	S	1.6	32	0%	L
H&K USP 45 Compact Two 8 round magazines. +1 to Stealth to hide weapon.	.45 ACP (3d4+2/-4)	Box:8:2 10:3	F B IT	30'	DA/SA	S	1.8	38	0%	L
H&K USP 9 Compact Two 13 round magazines. Uses P30 9mm magazines. +1 to Stealth to hide weapon.	9x19mm (2d6/-2)	Box:13 15 17:2	F B IT	35'	DA/SA	S	1.6	31	0%	L
H&K USP 40 Compact Two 12 round magazines. Uses P30 .40 magazines. +1 to Stealth to hide weapon.	.40 S&W (3d4/-3)	Box:12 13:2	F B IT	30'	DA/SA	S	1.6	31	0%	L
H&K P30 Two 15 round magazines. Uses P30 9mm magazines. +1 to Stealth to hide weapon.	9x19mm (2d6/-2)	Box:15 17:2	F B IT	35'	DA/SA	S	1.4	46	0%	L
H&K P30 Two 13 round magazines. Uses P30 .40 magazines. +1 to Stealth to hide weapon.	.40 S&W (3d4/-3)	Box:13:2	F B IT	30'	DA/SA	S	1.5	46	0%	L
H&K P30L Two 15 round magazines. Uses P30 9mm magazines. +1 to Stealth to hide weapon.	9x19mm (2d6/-2)	Box:15 17:2	F B IT	40'	DA/SA	S	1.4	47	0%	L
H&K P30L Two 13 round magazines. Uses P30 .40 magazines. +1 to Stealth to hide weapon.	.40 S&W (3d4/-3)	Box:13:2	F B IT	35'	DA/SA	S	1.5	47	0%	L
H&K P2000 Two 13 round magazines. Uses P30 9mm magazines. +1 to Stealth to hide weapon.	9x19mm (2d6/-2)	Box:13:2	F B IT	30'	DA/SA	S	1.5	45	0%	L
H&K P2000 Two 12 round magazines. Uses P30 .40 magazines. +1 to Stealth to hide weapon.	.40 S&W (3d4/-3)	Box:12:2	F B IT	30'	DA/SA	S	1.5	45	0%	L
H&K P2000 Two 12 round magazines. Uses P30 .40 magazines. +1 to Stealth to hide weapon.	.357 SIG (2d6+2/-3)	Box:12:2	F B IT	30'	DA/SA	S	1.5	45	0%	L
H&K VP9 Two 15 round magazines. Uses P30 9mm magazines.	9x19mm (2d6/-2)	Box:15 17:2	F B IT	35'	PA	S	1.6	45	0%	L
H&K VP40 Two 13 round magazines. Uses P30 .40 magazines.	.40 S&W (3d4/-3)	Box:13:2	F B IT	30'	PA	S	1.6	45	0%	L
Korth Pistol One 10 round magazine. +1 Mastercraft.	9x19mm (2d6/-2)	Box:10:8	F B	60'	SA	S	2.1	250	0%	L
Korth Revolver Two 6 round speedloaders for .357 Magnum (3d4+3/-4)/.38 Special (2d4+1/-1). Not affected by Error Range from ammunition. +1 Mastercraft.	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Cyl:6	F B	65'	RDA	S	2.3	195	0%	L
Korth Revolver Two 6 round speedloaders for 9x19mm. Not affected by Error Range from ammunition. +1 Mastercraft.	9x19mm (2d6/-2)	Cyl:6	F B	65'	RDA	S	2.3	195	0%	L
Mateba Model 6 Unica Compensator and two 6 round speedloaders for .357 Magnum/.38 Special. +1 Mastercraft.	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Cyl:6	F B	35'	RDA	S	1.9	50	0%	L
Mateba Model 6 Unica Compensator and two 6 round speedloaders for .44 Magnum/.44 Special. +1 Mastercraft.	.44 Magnum (3d6/-4) or .44 Special (1d6+6/-4)	Cyl:6	F B	35'	RDA	S	1.9	50	0%	L
Mateba Model 6 Unica Compensator and two 6 round speedloaders for .454 Casull/.45 Long Colt. +1 Mastercraft.	.454 Casull (3d6+5/-6) or .45 Long Colt (2d6+3/-3)	Cyl:6	F B	35'	RDA	S	1.9	50	0%	L
Naked Snake's Custom 1911A1 Threaded precision barrel, high visibility sights, custom grip, beveled magazine well, and one 7 round magazine. Uses 1911 magazines. +3 Grandmastercraft.	.45 ACP (3d4+2/-4)	Box:7 8 10:1	F B	35'	SA	S	2.6	180	0%	L

Table 24: Expensive Modern Full Size Handguns, Cont

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Norinco QSZ-92 One 15 round magazine	9x19mm (2d6/-2)	Box:15:2	F B	30'	DAO	S	1.6	45	0%	L
Para-Ordnance Black Ops Two 8 round magazines. Uses 1911 magazines.	.45 ACP (3d4+2/-4)	Box:7 8 10:1	F B IT	35'	SA	S	39	48	0%	L
Para-Ordnance Black Ops Recon Two 18 round magazines. Uses P18 magazines. -2 to Stealth to hide weapon.	9x19mm (2d6/-2)	Box:18:1	F B IT	35'	SA	S	2.4	48	0%	L
Para-Ordnance P14.45 Limited Two 14 round magazines. Uses P14 magazines. -2 to Stealth to hide weapon.	.45 ACP (3d4+2/-4)	Box:14:2	F B	30'	SA	S	2.5	48	0%	L
Para-Ordnance P18.9 Limited Two 18 round magazines. Uses P18 magazines. -2 to Stealth to hide weapon.	9x19mm (2d6/-2)	Box:18:2	F B	35'	SA	S	2.5	48	0%	L
Para-Ordnance P16.40 Limited Two 16 round magazines. Uses P16 magazines. -2 to Stealth to hide weapon.	.40 S&W (3d4/-3)	Box:16:2	F B	30'	SA	S	2.5	48	0%	L
Para-Ordnance P14.45 Tactical Two 14 round magazines, Uses P14 magazines. -2 to Stealth to hide weapon.	.45 ACP (3d4+2/-4)	Box:14:2	F B IT	30'	SA	S	2.6	71	0%	L
Para-Ordnance Elite Precision barrel and two 8 round magazines. Uses 1911 magazines. +1 Mastercraft.	.45 ACP (3d4+2/-4)	Box:7 8 10:1	F B	35'	SA	S	2.4	60	0%	L
Para-Ordnance GI Expert Two 8 round magazines. Uses 1911 magazines.	.45 ACP (3d4+2/-4)	Box:7 8 10:1	F B	35'	SA	S	2.4	34	0%	L
Para-Ordnance GI Expert Two 10 round magazines. Uses 1911 9mm magazines.	9x19mm (2d6/-2)	Box:8 10:1	F B	35'	SA	S	2.4	34	0%	L
RIA Ultra FS Two 8 round magazines. Uses 1911 10mm magazines.	10mm Auto (2d6+4/-4)	Box:8 9:2	F B	40'	SA	S	2.4	33	0%	L
Rock Island Armory 22 TCM 9x19mm barrel and one 17 round magazine. Uses .22 TCM magazines. This weapon can also use 9mm with a barrel change. It takes 1 minute to change barrels. -2 to Stealth to hide weapon.	.22 TCM (2d3+3/-1) or 9x19mm (2d6/-2)*	Box:17:2	F B IT	35'	SA	S	2.5	35	0%	L
Rock Island Armory 22 TCM Midsized 9x19mm barrel and one 17 round magazine. Uses .22 TCM magazines. This weapon can also use 9mm with a barrel change. It takes 1 minute to change barrels. -1 to Stealth to hide weapon.	.22 TCM (2d3+3/-1) or 9x19mm (2d6/-2)*	Box:17:2	F B IT	30'	SA	S	2.5	32	0%	L
Ruger GPI00 Fortified Frame. Not affected by Error Range from ammunition.	.327 Fed Mag (2d6+1/-2) or .32 H&R Magnum or .32 S&W Long (1d4+1/+0)	Cyl:7	F B	35'	RDA	S	2.2	22	0%	L
Ruger Vaquero Fortified Frame. Not affected by Error Range from ammunition.	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Cyl:6	F B	40'	SA	S	2.8	34	0%	L
Ruger Vaquero Fortified Frame. Not affected by Error Range from ammunition.	.45 Long Colt (2d6+3/-3)	Cyl:6	F B	40'	SA	S	2.5	36	0%	L
Ruger Super Blackhawk, 4" Fortified Frame. Not affected by Error Range from ammunition. Can not use speed loaders.	.44 Magnum (3d6/-4) or .44 Special (1d6+6/-4)	Cyl:6	F B	35'	SA	S	2.8	36	0%	L
Ruger SR1911 Two 7 round magazines.	.45 ACP (3d4+2/-4)	Box:7 8 10:1	F B	35'	SA	S	2.4	40	0%	L
Ruger Super GPI00 This firearm can be purchased in one of the following calibers: 9x19mm(2d6/-2) or .357 Magnum (3d4+3/-4) and .38 Special (2d4+1/-1) Fortified Frame. -2 to Stealth to hide weapon. +1 Mastercraft	See Text	Cyl:8	F B	40'	RDA	S	2.9	78	0%	L
Ruger Super Redhawk Alaskan This firearm can be purchased in one of the following calibers: .454 Casull (3d6+5/-6) and .45 Long Colt (2d6+3/-3), or .44 Magnum (3d6/-4) and .44 Special (1d6+6/-4) Not affected by Error Range from ammunition.	See Text	Cyl:6	F B	40'	RDA	S	2.8	58	0%	L
S&W Model 29, 4" Not affected by Error Range from ammunition.	.44 Magnum (3d6/-4) or .44 Special (1d6+6/-4)	Cyl:6	F B	45'	RDA	S	2.5	50	0%	L
S&W Model 625 4" Not affected by Error Range from ammunition.	.45 ACP (3d4+2/-4)	Cyl:6	F B	30'	RDA	S	2.8	35	0%	L

Table 25: Expensive Modern Full Size Handguns, Cont

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
S&W Model 627 5"	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Cyl:8	F B	30'	RDA	S	2.4	47	0%	L
Not affected by Error Range from ammunition.										
S&W Model 610, 4"	10mm Auto (2d6+4/-4) or .40 S&W (3d4/-3)	Cyl:6	F B	35'	RDA	S	2.7	46	0%	L
Not affected by Error Range from ammunition.										
S&W Model 4506 TSW	.45 ACP (3d4+2/-4)	Box:8:1	F B IT	30'	DA/SA	S	2.6	44	0%	L
Fortified Frame. Two 8 round magazines. Uses 4516 magazines. -1 to Stealth to hide weapon.										
S&W Model 3906 TSW	9x19mm (2d6/-2)	Box:9:1	F B IT	30'	DA/SA	S	2.1	44	0%	L
Fortified Frame. Two 9 round magazines. Uses 3913 magazines. +1 to Stealth to hide weapon.										
S&W Model 4006 TSW	.40 S&W (3d4/-3)	Box:11:1	F B IT	30'	DA/SA	S	2.5	45	0%	L
Fortified Frame. Two 11 round magazines. Uses 4006 magazines.										
S&W Model 4046 TSW	.40 S&W (3d4/-3)	Box:11:1	F B IT	30'	DAO	S	2.5	45	0%	L
Fortified Frame. Two 11 round magazines. Uses 4006 magazines.										
S&W Model 5906 TSW	9x19mm (2d6/-2)	Box:15:1/20:2/30:5	F B IT	35'	DA/SA	S	2.5	43	0%	L
Fortified Frame. Two 15 round magazines. Uses 6906 magazines.										
S&W Model 5946 TSW	9x19mm (2d6/-2)	Box:15:1/20:2/30:5	F B IT	35'	DAO	S	2.5	43	0%	L
Fortified Frame. Two 15 round magazines. Uses 6906 magazines.										
S&W M&P357 SIG	.357 SIG (2d6+2/-3)	Box:15:1	F B IT	30'	PA	S	1.6	32	0%	L
Two 15 round magazines. Uses M&P .40 magazines										
S&W M&P45	.45 ACP (3d4+2/-4)	Box:10:1	F B IT	30'	PA	S	1.8	34	0%	L
Two 10 round magazines.										
S&W Model 16 4"	.32 H&R Magnum (1d8+3/-3) or .32 S&W Long (1d4+1/+0)	Cyl:6	F B	35'	RDA	S	1.4	60	0%	L
Not affected by Error Range from ammunition. +2 Grandmastercraft										
S&W Model 25 4"	.45 Long Colt (2d6+3/-3)	Cyl:6	F B	35'	RDA	S	1.4	50	0%	L
Fortified Frame. Not affected by Error Range from ammunition. +1 Mastercraft										
S&W M&P 5.7	5.7x28mm (3d4-1/-3)	Box:22:2	F B O IT	35'	PA	S	1.6	35	0%	L
Two 22 round magazines and a threaded barrel.										
Staccato C2	9x19mm (2d6/-2)	Box:16 17:4/20:5/26:6	F B O IT	40'	SA	S	1.5	100	0%	L
Fortified Frame, Precision barrel, and three 16 round magazines. +2 Mastercraft. +1 to Stealth to hide weapon.										
Staccato P	9x19mm (2d6/-2)	Box:17:4/20:5/26:6	F B O IT	45'	SA	S	2.1	110	0%	L
Fortified Frame, Precision barrel, two 17 round magazines and one 20 round magazine. Uses Staccato C2 Magazines. +2 Mastercraft.										
Staccato XC	9x19mm (2d6/-2)	Box:17:4/20:5/26:6	F B O IT	50'	SA	S	2.3	215	0%	L
Fortified Frame, Ported Precision barrel, two 17 round magazines and one 20 round magazine. Uses Staccato C2 Magazines. +2 Mastercraft. -1 to Stealth to hide weapon.										
SIG Sauer Tacops	.45 ACP (3d4+2/-4)	Box:7 8 10:1	F B	35'	SA	S	2.4	59	0%	L
Four 8 round magazines. Uses 1911 magazines										
SIG Sauer Nitron	.45 ACP (3d4+2/-4)	Box:7 8 10:1	F B	35'	SA	S	2.4	50	0%	L
Four 8 round magazines. Uses 1911 magazines										
SIG Sauer P320 Compact	9x19mm (2d6/-2)	Box:15 17:2/21:3	F B IT	35'	PA	S	1.6	38	0%	L
Two 15 round magazines. Uses P320 9mm magazines. This weapon is built from a kit, where any 9mm P320 can be constructed using the kit, but only one at a time. This change takes 15 minutes. +1 to Stealth to hide weapon.										
SIG Sauer P320 Compact	.40 S&W (3d4/-3)	Box:13 14:2/18:3	F B IT	35'	PA	S	1.6	38	0%	L
Two 13 round magazines. Uses P320 .40 magazines. This weapon is built from a kit, where any .40 P320 can be constructed using the kit, but only one at a time. This change takes 15 minutes. +1 to Stealth to hide weapon										
SIG Sauer P320 Compact	.357 SIG (2d6+2/-3)	Box:13 14:2/18:3	F B IT	35'	PA	S	1.6	38	0%	L
Two 13 round magazines. Uses P320 .40 magazines. This weapon is built from a kit, where any .357 P320 can be constructed using the kit, but only one at a time. This change takes 15 minutes. +1 to Stealth to hide weapon.										
SIG Sauer P320 Compact	.45 ACP (3d4+2/-4)	Box:9 10:2	F B IT	30'	PA	S	1.6	38	0%	L
Two 9 round magazines. Uses P320 .45 magazines. This weapon is built from a kit, where any .45 P320 can be constructed using the kit, but only one at a time. This change takes 15 minutes. +1 to Stealth to hide weapon.										
SIG Sauer P320 Full Size	9x19mm (2d6/-2)	Box:17:2/21:3	F B IT	35'	PA	S	1.8	38	0%	L
Two 17 round magazines. Uses P320 9mm magazines. This weapon is built from a kit, where any 9mm P320 can be constructed using the kit, but only one at a time. This change takes 15 minutes.										

Table 26: Expensive Modern Full Size Handguns, Cont

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
SIG Sauer P320 Full Size	.40 S&W (3d4+/-3)	Box:14:2/18:3	F B 1T	35'	PA	S	1.8	38	0%	L
Two 14 round magazines. Uses P320 .40 magazines. This weapon is built from a kit, where any .40 P320 can be constructed using the kit, but only one at a time. This change takes 15 minutes.										
SIG Sauer P320 Full Size	.357 SIG (2d6+2/-3)	Box:14:2/18:3	F B 1T	35'	PA	S	1.8	38	0%	L
Two 14 round magazines. Uses P320 .40 magazines. This weapon is built from a kit, where any .357 P320 can be constructed using the kit, but only one at a time. This change takes 15 minutes.										
SIG Sauer P320 Full Size	.45 ACP (3d4+2/-4)	Box:10:2	F B 1T	30'	PA	S	1.8	38	0%	L
Two 10 round magazines. Uses P320 .45 magazines. This weapon is built from a kit, where any .45 P320 can be constructed using the kit, but only one at a time. This change takes 15 minutes.										
Springfield Armory 1911A1 Loaded Operator	.45 ACP (3d4+2/-4)	Box:7 8 10:1	F B 1T	30'	SA	S	2.6	42	0%	L
Two 7 round magazines. Uses 1911 magazines.										
Taurus Model 444 Ultra	.44 Magnum (3d6/-4) or .44 Special (1d6+6/-4)	Cyl:6	F B	30'	RDA	S	1.8	32	0%	L
Not affected by Error Range from ammunition.										
Wilson Combat CQB Light-Rail Lightweight	.45 ACP (3d4+2/-4)	Box:7 8 10:1	F B 1T	35'	SA	S	2.8	160	0%	L
Standard tactical flashlight, precision barrel and two 8 round magazines. Uses 1911 magazines. +2 Mastercraft.										
Wilson Combat CQB Light-Rail Lightweight	9x19mm (2d6/-2)	Box:8 10:1	F B 1T	35'	SA	S	2.8	160	0%	L
Standard tactical flashlight, precision barrel and two 10 round magazines. Uses 1911 9mm magazines. +2 Mastercraft.										
Wilson Combat CQB Light-Rail Lightweight	.38 Super (3d4+3/-4) or .38 ACP (2d6+1/-2)	Box:9:1 10:2	F B 1T	35'	SA	S	2.8	160	0%	L
Standard tactical flashlight, precision barrel and two 9 round magazines. Uses 1911 .38 magazines. +2 Mastercraft.										
Wilson Combat Classic	9x19mm (2d6/-2)	Box:8 10:1	F B	35'	SA	S	2.4	150	0%	L
Precision barrel and two 10 round magazines. Uses 1911 9mm magazines. +2 Mastercraft.										
Wilson Combat Classic	.38 Super (3d4+3/-4) or .38 ACP (2d6+1/-2)	Box:9:1 10:2	F B	35'	SA	S	2.4	150	0%	L
Precision barrel and two 9 round magazines. Uses 1911 .38 magazines. +2 Mastercraft.										
Wilson Combat Classic	.40 S&W (3d4/-3)	Box:9:1	F B	35'	SA	S	2.4	150	0%	L
Precision barrel and two 9 round magazines. Uses 1911 .40 magazines. +2 Mastercraft.										
Wilson Combat Classic	.45 ACP (3d4+2/-4)	Box:7 8 10:1	F B	35'	SA	S	2.4	150	0%	L
Precision barrel and two 8 round magazines. Uses 1911 magazines. +2 Mastercraft.										
Wilson Combat Pinnacle	.45 ACP (3d4+2/-4)	Box:7 8 10:1	F B	55'	SA	S	2.8	400	0%	L
Box of .45 ACP match grade ammo, match barrel, detailing and three 8 round magazines. Uses 1911 magazines. +3 Grandmastercraft.										
M47 Medusa	See Text	Cyl:6	F	25'	RDA	S	2.4	200	15%	L
This firearm can chamber the following calibers: 9x19mm, .380 ACP, .38 ACP, .38 Super, .357 magnum, .38 Long Colt, .38 S&W, .32 ACP, 7.62 Tok, 7.63 Mau, .38 Special, and 9mm Japanese Revolver.										
TOZ-36	7.62x38mmR (1d8+2/-3)	Cyl:6	F B	40'	RDA	S	1.4	50	0%	L
Custom grip. Not affected by Error Range from ammunition. +1 Mastercraft										
Guncrafter Industries Complete Glock	.50 GI (5d3+2/-5)	Box:9:3	F B 1T	40'	PA	S	1.7	60	0%	L
Extended Barrel and two 9 round magazines. Uses .50 GI Glock magazines. This weapon was created by Expletive.										

Table 27: Expensive Modern Full Size Handguns, Cont

Modern Target Handguns and Hunting Handguns A target handgun is a handgun that is built specifically for long or short range target shooting, usually chambered in an inexpensive caliber, such as .22 Long Rifle. A hunting handgun is a large handgun that shoots a large caliber bullet, usually used for hunting large game. Target handguns and hunting handguns are too big to conceal, and go well with tactical holsters, and some slings.

Target handguns should not be pushed into service as a combat weapon unless absolutely necessary, as the calibers they fire are generally weak in nature. Hunting handguns, on the other hand, are generally larger versions of full sized handguns, and can make suitable combat handguns, even if somewhat unwieldy.

Some target handguns are simply cut down lever action rifles, that have extremely short barrels (for a rifle, but long for a handgun), but still fire a full powered handgun cartridge.

Cheap Modern-day Target and Hunting Handguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Beretta U22 Neos, 4½"	.22 Long Rifle (1d4/+0)	Box:10:1	F B O	35'	SA	S	1.9	11	0%	L
Two 10 round magazines. Uses Neos magazines, -1 to Stealth to hide weapon.										
Beretta U22 Neos, 6"	.22 Long Rifle (1d4/+0)	Box:10:1	F B O	45'	SA	S	2.2	13	0%	L
Two 10 round magazines. Uses Neos magazines, -2 to Stealth to hide weapon.										
Beretta U22 Neos, 7½"	.22 Long Rifle (1d4/+0)	Box:10:1	F B O	60'	SA	M	2.5	16	0%	L
Two 10 round magazines. Uses Neos magazines.										
Mosin-Nagant Obrez	7.62x54mmR (5d6+2/-7)	Int:5	F	25'	Bolt	M	3.8	8	0%	L
A pair of earplugs. Not affected by Error Range from ammunition.										
Phoenix Arms HP22A	.22 Long Rifle (1d4/+0)	Box:10:1	F	30'	SA	S	1.3	7	15%	L
One 10 round magazine. Uses HP22 magazines.										
Phoenix Arms HP22A Rangekit	.22 Long Rifle (1d4/+0)	Box:10:1	F	45'	SA	S	1.4	10	15%	L
One 10 round magazine. Uses HP22 magazines. -1 to Stealth to hide weapon.										
Ruger Mark III MK6	.22 Long Rifle (1d4/+0)	Box:10:1	F B	35'	SA	S	2.3	13	0%	L
Two 10 round magazines. -2 to Stealth to hide weapon.										
Ruger 22/45 Mark III P4	.22 Long Rifle (1d4/+0)	Box:10:1	F B	35'	SA	S	1.9	15	0%	L
Two 10 round magazines. -2 to Stealth to hide weapon.										
Ruger Wrangler	.22 Long Rifle (1d4/+0)	Cyl:6	F B	25'	SA	S	1.8	10	0%	L
Fortified Frame. Can not use speed loaders.										
S&W SW22 Victory	.22 Long Rifle (1d4/+0)	Box:10:1	F B O	50'	PA	S	2.3	20	0%	L
Threaded barrel and two 10 round magazines. -2 to Stealth to hide weapon.										

Table 28: Cheap Modern Target & Hunting Handguns

Mid-range Modern-day Target and Hunting Handguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
AMT Hardballer Long Slide One 7 round magazine. Uses 1911 magazines.	.45 ACP (3d4+2/-4)	Box:7 8 10:1	F B	40'	SA	M	2.9	25	5%	L
Automag III Two 8 round magazines. This weapon was created by LadyErisXII	.30 Carbine (3d6+1/-4)	Box:8:2	F B	50'	SA	M	2.7	25	10%	L
Beretta 87 Two 10 round magazines. Uses Beretta 87 magazines.	.22 Long Rifle (1d4/+0)	Box:10:1	F B	30'	DA/SA	S	1.3	21	0%	L
Beretta 87 Target Two 10 round magazines. Uses Beretta 87 magazines. -2 to Stealth to hide weapon.	.22 Long Rifle (1d4/+0)	Box:10:1	F B	30'	SA	S	1.8	32	0%	L
Cobray Lady's Home Companion	.45-70 Government (3d10/-6) or .410 Bore (3d4+1/-3)	Int:12	F	30'	SA	M	7.5	30	5%	L
Glock 34 Two 17 round magazines. Uses Glock 26 magazines.	9x19mm (2d6/-2)	Box:17 19 27:1/33:2	F B IT	45'	PA	M	1.4	23	0%	L
Glock 35 Two 15 round magazines. Uses Glock 27 magazines.	.40 S&W (3d4/-3)	Box:15 17 19 24:1/31:2	F B IT	45'	PA	M	1.5	25	0%	L
Glock 40 Two 15 round magazines. Uses Glock 29 magazines. -1 to Stealth to hide weapon.	10mm Auto (2d6+4/-4)	Box:15 17:1/33:3	F B IT	50'	PA	M	1.8	32	0%	L
Glock 41 Two 13 round magazines, Uses Glock 30 magazines, -1 to Stealth to hide weapon.	.45 ACP (3d4+2/-4)	Box:13:1/27:2	F B IT	45'	PA	M	1.7	30	0%	L
Kel-Tec PMR-30 One 30 round magazine.	.22 WMR (2d4+2/-2)	Box:30:1	F B O	40'	SA	M	0.9	20	5%	L
Kel-Tec CP33 One 33 round magazine.	.22 Long Rifle (1d4/+0)	Box:33:1/50:2	F B O	40'	SA	M	0.9	31	5%	L
Rossi Shotgun Pistol This firearm can take shotgun barrel upgrades, and can not take handgun barrel upgrades. Pistol cut smoothbore barrel. Not affected by Error Range from ammunition.	12 Gauge (5d6/-6)	Int: 1	F B O	10'	SA	M	3.2	27	0%	L
Rossi Ranch Hand Lever Action Pistol This firearm can be purchased in one of the following calibers: .45 Long Colt (2d6+3/-3), .44 Magnum (3d6/-4) and .44 Special (1d6+6/-4), or .357 Magnum (3d4+3/-4) and .38 Special (2d4+1/-1) Not affected by Error Range from ammunition.	See Text	Int:6	F B	65'	Lever	M	4.0	28	0%	L
Ruger Blackhawk Fortified Frame. Not affected by Error Range from ammunition. Can not use speed loaders.	.44 Magnum (3d6/-4) or .44 Special (1d6+6/-4)	Cyl:6	F B	30'	SA	S	3.2	24	0%	L
Springfield Armory XD Tactical, 5" Two 16 round magazines. Uses XD 9mm magazines.	9x19mm (2d6/-2)	Box:16:1	F B IT	45'	PA	M	1.9	22	0%	L
Springfield Armory XD Tactical, 5" This firearm can be purchased in one of the following calibers: .40 S&W (3d4/-3) or .357 SIG (2d6+2/-3). Two 12 round magazines. Uses XD .40 magazines.	See Text	Box:12:1	F B IT	40'	PA	M	2.0	22	0%	L
Springfield Armory XD Tactical, 5.25" Three 15 round magazines. Uses XD 10mm magazines.	10mm Auto (2d6+4/-4)	Box:15:1	F B IT	45'	PA	M	2.0	30	0%	L
Springfield Armory XD Tactical, 5" Two 13 round magazines. Uses XD .45 magazines.	.45 ACP (3d4+2/-4)	Box:13:1	F B IT	40'	PA	M	2.0	22	0%	L
Taurus Raging Bull Not affected by Error Range from ammunition.	.454 Casull (3d6+5/-6) or .45 Long Colt (2d6+3/-3)	Cyl:5	F B	40'	RDA	M	3.2	25	0%	L
Taurus Model 608 Not affected by Error Range from ammunition.	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Cyl:8	F B IT	40'	RDA	M	3.2	35	0%	L
Taurus Model 44 Not affected by Error Range from ammunition.	.44 Magnum (3d6/-4) or .44 Special (1d6+6/-4)	Cyl:6	F B	45'	RDA	M	3.9	32	0%	L

Table 29: Midrange Modern Target & Hunting Handguns

Expensive Modern Target and Hunting Handguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Automag Two 7 round magazines.	.44 AMP (3d6/-4)	Box:7:2	F B	40'	SA	S	3.6	50	0%	L
Benelli MP90S Two 5 round magazines.	.22 Long Rifle (1d4/+0)	Box:5 8:2	F B	40'	SA	M	2.4	40	0%	L
Colt Anaconda, 4" Not affected by Error Range from ammunition. +1 Mastercraft.	.44 Magnum (3d6/-4) or .44 Special (1d6+6/-4)	Cyl:6	F B	35'	RDA	M	2.9	45	0%	L
Colt Anaconda, 6" Not affected by Error Range from ammunition. +1 Mastercraft.	.44 Magnum (3d6/-4) or .44 Special (1d6+6/-4)	Cyl:6	F B	50'	RDA	M	3.3	48	0%	L
Colt Anaconda, 8" Not affected by Error Range from ammunition. +1 Mastercraft.	.44 Magnum (3d6/-4) or .44 Special (1d6+6/-4)	Cyl:6	F B	65'	RDA	M	3.3	52	0%	L
Chiappa Rhino 60D 6" Not affected by Error Range from ammunition. +1 Mastercraft. Reduces the Caliber Recoil Penalty by 1 for all attacks.	9x19mm (2d6/-2)	Cyl:6	F B O IT	55'	RDA	S	2.1	75	0%	L
Chiappa Rhino 60D 6" Not affected by Error Range from ammunition. +1 Mastercraft. Reduces the Caliber Recoil Penalty by 1 for all attacks.	.40 S&W (3d4/-3)	Cyl:6	F B O IT	55'	RDA	S	2.1	75	0%	L
Chiappa Rhino 460D 6" Not affected by Error Range from ammunition. +1 Mastercraft. Reduces the Caliber Recoil Penalty by 1 for all attacks.	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Cyl:6	F B O IT	55'	RDA	S	2.1	75	0%	L
Chiappa Rhino Match Master Adjustable Iron sights. Not affected by Error Range from ammunition. +3 Mastercraft. Reduces the Caliber Recoil Penalty by 1 for all attacks.	.38 Special (2d4+1/-1)	Cyl:6	F B	65'	RDA	S	2.9	140	0%	L
FN FNS-9 Longslide Three 17 round magazines. Uses FNS/FNX-9 magazines.	9x19mm (2d6/-2)	Box:17:2	F B IT	55'	PA	M	2.0	36	0%	L
FN FNS-40 Longslide Three 14 round magazines. Uses FNS/FNX-40 magazines.	.40 S&W (3d4/-3)	Box:14:1	F B IT	50'	PA	M	2.0	36	0%	L
Hämmerli 150 Match barrel. Not affected by Error Range from ammunition. +1 Mastercraft.	.22 Long Rifle (1d4/+0)	Int:1	F B	45'	SA	M	2.5	50	0%	L
H&K Mk23 SOCOM Threaded barrel. two 12 round magazines. +1 Mastercraft.	.45 ACP (3d4+2/-4)	Box:12:2	F B IT	35'	DA/SA	M	3.0	80	0%	L
IMI Desert Eagle Mark XIX Two 7 round magazines.	.50 Action Express (3d6+2/-5)	Box:7:2	F B O	50'	SA	M	4.4	45	0%	L
IMI Desert Eagle Mark VII Two 8 round magazines.	.44 Magnum (3d6/-4)	Box:8:2	F B	45'	SA	M	3.9	45	0%	L
IMI Desert Eagle Mark VII Two 9 round magazines.	.357 Magnum (3d4+3/-4)	Box:9:2	F B	35'	SA	M	3.9	45	0%	L
Kel-Tec P50 One 50 round magazine. Uses P90 magazines.	5.7x28mm (3d4-1/-3)	Box:30:1/50:2	F B O IT	40'	SA	M	3.2	50	0%	L
LAR Grizzly Two 7 round magazines.	.45 Win Mag (3d6+1/-4)	Box:7:4	F B	55'	SA	M	3.2	38	0%	L
LAR Grizzly Mark I Two 7 round magazines.	.357 Magnum (3d4+3/-4)	Box:7:2	F B	35'	SA	M	3.1	48	0%	L
LAR Grizzly Mark V Two 7 round magazines.	.50 Action Express (3d6+2/-5)	Box:7:2	F B	45'	SA	M	3.1	57	0%	L
Magnum Research BFR Not affected by Error Range due to ammunition, +1 Mastercraft.	.45-70 Government (3d10/-6)	Cyl:5	F B	55'	SA	M	4.3	50	0%	L
Magnum Research BFR Not affected by Error Range due to ammunition, +1 Mastercraft.	.30-30 Winchester (4d6+1/-5)	Cyl:5	F B	60'	SA	L	4.3	60	0%	L
Magnum Research BFR Not affected by Error Range due to ammunition, +1 Mastercraft.	.500 S&W Mag (7d6/-9) or .500 S&W Spc (5d6+4/-8)	Cyl:5	F B	60'	SA	M	3.5	54	0%	L
Magnum Research BFR Not affected by Error Range due to ammunition, +1 Mastercraft.	.454 Casull (3d6+5/-6) or .45 Long Colt (2d6+3/-3)	Cyl:5	F B	55'	SA	M	4.3	57	0%	L

Table 30: Expensive Modern Target & Hunting Handguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Magnum Research BFR	.50 Action Express (3d6+2/-5)	Cyl:5	F B	55'	SA	M	4.3	60	0%	L
Not affected by Error Range due to ammunition, +1 Mastercraft.										
SIG Sauer P210	9x19mm (2d6/-2)	Box:8:5	F B	55'	SA	S	1.9	75	0%	L
Two 8 round magazines, +2 Mastercraft.										
Para Ordnance TS Elite Hunter	10mm Auto (2d6+4/-4)	Box:8 9:2	F B IT	45'	SA	S	2.9	65	0%	L
Precision barrel and two 9 round magazines. Uses 1911 10mm magazines. +1 Mastercraft.										
Pedersoli Howda	.45 Long Colt (2d6+3/-3) or .410 Bore (3d4+1/-3)	Int:2	F B	35'	SxS: Single/Double	M	3.0	80	0%	L
Not affected by Error Range from ammunition. Can be considered a break barrel shotgun for the purpose of feats. +1 Mastercraft.										
Ruger Redhawk, 5.5"	.44 Magnum (3d6/-4) or .44 Special (1d6+6/-4)	Cyl:6	F B	50'	RDA	M	3.4	40	0%	L
Fortified Frame. Not affected by Error Range from ammunition.										
Ruger Redhawk, 2"	.44 Magnum (3d6/-4) or .44 Special (1d6+6/-4)	Cyl:6	F B	30'	RDA	M	2.8	44	0%	L
Fortified Frame. Not affected by Error Range from ammunition. +2 to Stealth to hide weapon.										
Ruger Redhawk, 4"	.45 Long Colt (2d6+3/-3)	Cyl:6	F B	40'	RDA	M	2.9	39	0%	L
Fortified Frame. Not affected by Error Range from ammunition.										
Ruger Redhawk, 4"	.45 ACP (3d4+2/-4)	Cyl:6	F B	40'	RDA	M	2.9	42	0%	L
Fortified Frame. Not affected by Error Range from ammunition.										
Ruger 57	5.7x28mm (3d4-1/-3)	Box:20:2	F B	45'	PA	S	1.5	40	0%	L
Two 20 round magazines. +1 to Stealth to hide weapon.										
Ruger Super Redhawk	See Text	Cyl:6	F B	55'	RDA	M	3.3	58	0%	L
This firearm can be purchased in one of the following calibers: .454 Casull (3d6+5/-6) and .45 Long Colt (2d6+3/-3), .44 Magnum (3d6/-4) and .44 Special (1d6+6/-4), or 10mm Auto (2d6+4/-4). Not affected by Error Range from ammunition.										
S&W Model 500, 4"	.500 S&W Mag (7d6/-9) or .500 S&W Spc (5d6+4/-8)	Cyl:5	F B	55'	RDA	M	3.5	45	0%	L
Not affected by Error Range from ammunition.										
S&W Model 500, 8"	.500 S&W Mag (7d6/-9) or .500 S&W Spc (5d6+4/-8)	Cyl:5	F B	80'	RDA	M	3.8	52	0%	L
Compensator. Not affected by Error Range from ammunition.										
S&W Model 986, 5"	9x19mm (2d6/-2)	Cyl:7	F B	65'	RDA	M	2.1	47	0%	L
Not affected by Error Range from ammunition.										
S&W Governor	.45 ACP (3d4+2/-4) or .45 Long Colt (2d6+3/-3)/ or .410 Bore (3d4+1/-3)	Cyl:6	F B	30'	RDA	M	1.8	41	0%	L
Not affected by Error Range from ammunition.										
S&W Model 27 8 ³ / ₈ "	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Cyl:6	F B	70'	RDA	M	2.4	52	0%	L
Not affected by Error Range from ammunition. +1 Mastercraft.										
S&W Model 27 6"	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Cyl:6	F B	55'	RDA	S	2.3	49	0%	L
Not affected by Error Range from ammunition. +1 Mastercraft.										
S&W Model 610, 6"	10mm Auto (2d6+4/-4) or .40 S&W (3d4/-3)	Cyl:6	F B	35'	RDA	M	3.0	46	0%	L
Not affected by Error Range from ammunition.										
Taurus Model 990 Tracker	.22 Long Rifle (1d4/+0)	Cyl:9	F B	40'	RDA	M	2.8	40	0%	L
Taurus Model 991 Tracker	.22 WMR (2d4+2/-2)	Cyl:9	F B	45'	RDA	M	2.8	40	0%	L
Ported Barrel.										

Table 31: Expensive Modern Target & Hunting Handguns, Cont

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Thompson Center G2 Contender	See Text	Int:1	F B	70'	Single	M	3.5	40	0%	L
This firearm can be purchased in one of the following calibers: .22 Long Rifle (1d4/+0), .22 WMR (2d4+2/-2), .17 HMR (1d4+2/-1), 5.7x28mm (3d4-1/-3), 6.8 Remington SPC (5d4+3/-6), 7.63x25mm Mauser (2d8/-3), .327 Fed Mag (2d6+1/-2), .357 SIG (2d6+2/-3), 9x19mm (2d6/-2), .380 ACP (2d4/-1), .30 Carbine (3d6+1/-4), .300 AAC BLK (4d6/-5), 7.62x39mm (4d6+2/-6), .40 S&W (3d4/-3), 10mm Auto (2d6+4/-4), .45 ACP (3d4+2/-4), .45 Win Mag (3d6+1/-4), .45 Long Colt (2d6+3/-3) or .410 Bore (3d4+1/-3), .30-30 Winchester (4d6+1/-5), .44 Magnum (3d6/-4) or .44 Special (1d6+6/-4), .357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1), .243 Winchester (4d6+2/-6), 5.56x45mm (5d4/-5), 7.62x51mm (5d6/-6), .30-06 Springfield (6d6/-8), or .45-70 Government (3d10/-6). A character can purchase a barrel in another caliber for 10 WP, and it takes 5 minutes to change barrels. Not affected by Error Range from ammunition.										
Wildey	.475 Wildey Magnum (3d6+5/-6)	Box:7:3	F B	45'	SA	M	4.0	90	0%	L
One 7 round magazine. +1 Mastercraft.										
Wilson Combat Hunter	.460 Rowland (4d4+2/-5)	Box:7 8 10:1	F B	50'	SA	S	3.0	200	0%	L
Adjustable iron sights, Muzzle brake, grip sight, and two 7 round magazines. Uses 1911 magazines. +3 Grandmastercraft.										
Wilson Combat Hunter	10mm Auto (2d6+4/-4)	Box:8 9:2	F B	50'	SA	S	3.0	200	0%	L
Adjustable iron sights, Muzzle brake, grip sight, and two 9 round magazines. Uses 1911 10mm magazines. +3 Grandmastercraft.										
Maxim 9	9x19mm (2d6/-2)	Box:17 19 27:1 33:2	F B	35'	PA	S	2.1	75	0%	R
Two 17 round magazines, and a permanent Lvl 2 high quality suppressor. Uses Glock 26 magazines.										
YESAUL	5.45x39mm (4d4+2/-5)	Cyl:5	F	10'	RDA	M	2.2	130	0%	L
Standard laser sight. Not affected by Error Range from ammunition.										
EAA Thor	See Text	Int:1	F B	75'	Single	M	5.0	90	0%	L
This firearm can be purchased in one of the following calibers: .300 Win Mag (7d6/-9), 5.56x45mm (5d4/-5), 7.62x51mm (5d6/-6), .30-06 Springfield (6d6/-8), or .45-70 Government (3d10/-6), .500 S&W Mag (7d6/-9). Not affected by Error Range from ammunition.										
STI Combat Master	9x19mm (2d6/-2)	Box:15 17:2 23:3 27:4	F B O	50'	SA	S	2.3	195	0%	L
Precision extended barrel, adjustable iron sights, beveled magazine well and four 23 round magazines. Uses 2011 9mm magazines. -2 to Stealth to hide weapon. +3 Grandmastercraft.										
STI DVC-L	9x19mm (2d6/-2)	Box:15 17:2 23:3 27:4	F B	55'	SA	S	2.3	150	0%	L
Precision extended barrel, beveled magazine well and three 15 round magazines. Uses 2011 9mm magazines. -2 to Stealth to hide weapon. +3 Grandmastercraft.										
STI DVC-L	.40 S&W(3d4/-3)	Box:15 18:3 20:4	F B	55'	SA	S	2.3	150	0%	L
Precision extended barrel, beveled magazine well and three 15 round magazines. Uses 2011 .40 magazines. -2 to Stealth to hide weapon. +3 Grandmastercraft.										
STI DVC-P	9x19mm (2d6/-2)	Box:15 17:2 23:3 27:4	F B O IT	55'	SA	S	2.5	200	0%	L
Ported precision extended barrel, beveled magazine well and three 15 round magazines. Uses 2011 9mm magazines. -2 to Stealth to hide weapon. +3 Grandmastercraft.										
STI DVC-P	.45 ACP (3d4+2/-4)	Box:11:2 13:3	F B O IT	55'	SA	S	2.5	200	0%	L
Ported precision extended barrel, beveled magazine well and three 11 round magazines. Uses 2011 .45 magazines. -2 to Stealth to hide weapon. +3 Grandmastercraft.										
STI DVC-S	9x19mm (2d6/-2)	Box:15 17:2 23:3 27:4	F B O	55'	SA	S	2.5	200	0%	L
Precision extended threaded barrel, compensator, adjustable iron sights, beveled magazine well and three 17 round magazines. Uses 2011 9mm magazines. -3 to Stealth to hide weapon. +3 Grandmastercraft.										
STI DVC-O	.38 Super (3d4+3/-4)	Box:15 17:2 23:3 27:4	F B O	55'	SA	S	2.5	200	0%	L
Precision extended threaded barrel, compensator, adjustable iron sights, beveled magazine well and three 17 round magazines. Uses 2011 9mm magazines. -3 to Stealth to hide weapon. +3 Grandmastercraft.										
Remington 700 PC	See Text	Box:10:2	F B O	70'	Bolt	M	5.9	50	0%	L
This firearm can be purchased in one of the following calibers: 5.56x45mm (5d4/-5) or .300 AAC BLK (4d6/-5). This firearm can take rifle upgrades, and can take benefit from bolt action rifle feats. Pistol grip, threaded barrel, and one 10 round magazine. Not affected by Error Range from ammunition.										
Remington 700 PC	7.62x51mm (5d6/-6)	Box:10:2	F B O	70'	Bolt	M	5.9	51	0%	L
This firearm can take rifle upgrades, and can take benefit from bolt action rifle feats. Pistol grip, threaded barrel, and one 10 round magazine. Not affected by Error Range from ammunition.										

Table 32: Expensive Modern Target & Hunting Handguns, Cont

Early Modern Handguns

The handguns listed under this section represent the selection from the mid 1930s to the late 1940s on Earth. Reproductions of these handguns span a few, while styles of these handguns continue to exist until this day. These handguns would not normally be encountered on a daily basis, unless kept by a collector or in a museum or government warehouse.

All weapons listed here have a 75% error range due to age, and must be cleaned, repaired, and oiled to remove said error range.

Early Modern Holdout Handguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
FP-45 Liberator	.45 ACP (3d4+2/-4)	Int:1	—	5'	SA	T	1.0	1 (for 4)	0%	L
3 .45 ACP FMJ rounds. Takes 12 CP to reload.										

Table 33: Early Modern Holdout Handguns

Early Modern Backup Handguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Beretta M1934	.380 ACP (2d4/-1)	Box:7:1	F B	25'	SA	T	1.4	20	0%	L
One 7 round magazine, +1 to Stealth to hide weapon.										
Beretta M1935	.32 ACP (1d6/-1)	Box:8:1	F B	25'	SA	T	1.4	23	0%	L
One 8 round magazine, +1 to Stealth to hide weapon.										
CZ vz. 27	.32 ACP (1d6/-1)	Box:8:1	F B	25'	SA	S	1.5	18	0%	L
One 8 round magazine, +1 to Stealth to hide weapon.										
Walther PP	.32 ACP (1d6/-1)	Box:8:1	F B	25'	DA	T	1.4	5	0%	L
One 8 round magazine, +1 Mastercraft, +1 to Stealth to hide weapon. Uses .32 ACP PP magazines.										
Walther PPK	.380 ACP (2d4/-1)	Box:6:1	F B	25'	DA	T	1.4	6	0%	L
One 6 round magazine. +1 Mastercraft, +1 to Stealth to hide weapon.										
Walther P38	9x19mm (2d6/-2)	Box:8:1	F B	30'	DA	S	1.8	5	0%	L
One 8 round magazine. +1 Mastercraft, +2 to Stealth to hide weapon.										

Table 34: Early Modern Backup Handguns

Early Modern Full Size Handguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Lahti L-35 One 8 round magazine.	9x19mm (2d6/-2)	Box:8:1	F B	30'	SA	S	2.6	11	0%	L
Mauser C96 Detachable stock. -3 to Stealth to hide weapon.	7.63x25mm Mauser (2d8/-3)	Int:10	F B	40'	SA	M	2.5	32	0%	L
Mauser C96 "Red 9" Detachable stock. -3 to Stealth to hide weapon.	9x19mm (2d6/-2)	Int:10	F B	40'	SA	M	2.5	30	0%	L
S&W Model 27 Registered Magnum Not affected by Error Range from ammunition. +1 Mastercraft.	.357 Magnum (3d4+3/-4)	Cyl: 6	FB	35'	RDA	S	2.6	40	0%	L
Shanxi Type 17 Detachable stock. -3 to Stealth to hide weapon.	.45 ACP (3d4+2/-4)	Int:10	F B	40'	SA	M	2.9	65	0%	L
TT-33 Fortified Frame and one 8 round magazine. +2 to Stealth to hide weapon.	7.62x25mm Tokarev (2d8+2/-4) or 7.63x25mm Mauser (2d8/-3)	Box:8:1	F B	30'	SA	S	1.9	10	0%	L
Vis One 8 round magazine.	9x19mm (2d6/-2)	Box:8:1	F B	30'	SA	S	2.4	12	0%	L
Welrod Permanent lvl. 2 standard quality suppressor and one 6 round magazine.	9x19mm (2d6/-2)	Box:6:2	B	20'	Bolt	S	3.4	20	0%	R
Welrod Permanent lvl. 1 standard quality suppressor, one 8 round magazine.	.32 ACP (1d6/-1)	Box:8:2	B	20'	Bolt	S	2.3	20	0%	R

Table 35: Early Modern Full Size Handguns

Late Industrial Handguns

These handguns were created during the World War 1 Era. These were the base handguns for World War 1, World War 2 and the Korean War.

All weapons listed here have a 75% error range due to age, and must be cleaned, repaired, and oiled to remove said error range.

Late Industrial Holdout Handguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Baby Browning One 6 round magazine. Uses Baby Browning magazines. +3 to Stealth to hide weapon	.25 ACP (1d3/+0)	Box:6:1	F	20'	SA	T	0.6	15	0%	L
Colt Model 1908 Vest Pocket One 6 round magazine. Uses Baby Browning magazines. +3 to Stealth to hide weapon.	.25 ACP (1d3/+0)	Box:6:1	F	20'	SA	T	0.8	14	0%	L

Table 36: Late Industrial Holdout Handguns

Late Industrial Backup Handguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Colt Model 1903 Hammerless One 8 round magazine. +1 to Stealth to hide weapon.	.32 ACP (1d6/-1)	Box:8:1	F B	25'	SA	T	1.5	4	0%	L
Colt Model 1908 Hammerless One 7 round magazine. +1 to Stealth to hide weapon.	.380 ACP (2d4/-1)	Box:7:1	F B	25'	SA	T	1.5	4	0%	L
Mauser HSc One 8 round magazine. -1 to Stealth to hide weapon.	.32 ACP (1d6/-1)	Box:8:1	F B	25'	SA	T	1.6	8	0%	L
Mauser HSc One 7 round magazine. -1 to Stealth to hide weapon.	.380 ACP (2d4/-1)	Box:7:1	F B	30'	SA	T	1.6	7	0%	L
Ruby One 8 round magazine. -1 to Stealth to hide weapon.	.32 ACP (1d6/-1)	Box:8:1	F B	25'	SA	T	1.8	3	0%	L
Sauer 38H One 8 round magazine. -1 to Stealth to hide weapon.	.32 ACP (1d6/-1)	Box:8:1	F B	30'	SA	T	1.5	7	0%	L
Star Model 14 Troop One 9 round magazine. +2 to Stealth to hide weapon.	.32 ACP (1d6/-1)	Box:9:1	F B	25'	SA	S	2.0	4	0%	L
Star Model 14 Officer One 9 round magazine. +2 to Stealth to hide weapon.	.32 ACP (1d6/-1)	Box:9:1	F B	25'	SA	S	1.9	4	0%	L

Table 37: Late Industrial Backup Handguns

Late Industrial Full Size Handguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
M1917 Revolver Not affected by Error Range from ammunition.	.45 ACP (3d4+2/-4)	Cyl:6	F B	30'	RDA	S	2.5	23	0%	L
Colt New Service Not affected by Error Range from ammunition.	.45 Long Colt (2d6+3/-3)	Cyl:6	F B	30'	RDA	S	2.4	22	0%	L
Colt M1892 Not affected by Error Range from ammunition.	.38 Long Colt (1d4/+0)	Cyl:6	F B	30'	RDA	S	2.1	22	0%	L
Colt 1911 One 7 round magazine.	.455 Webley (3d4+1/-3)	Box:7:3	F B	30'	SA	S	2.4	40	0%	L
Colt 1911A1 One 7 round magazine. Uses 1911 magazines	.45 ACP (3d4+2/-4)	Box:7 8 10:1	F B	30'	SA	S	2.4	25	0%	L
Colt Official Police Not affected by Error Range from ammunition.	.38 Special (2d4+1/-1)	Cyl:6	F B	30'	RDA	S	2.1	26	0%	L
Colt Police Positive Not affected by Error Range from ammunition.	.38 Special (2d4+1/-1)	Cyl:6	F B	35'	RDA	S	2.1	22	0%	L
Dreyse M1907 One 7 round magazine. +2 to Stealth to hide weapon.	.32 ACP (1d6/-1)	Box:7:1	F B	25'	SA	S	1.6	20	0%	L
FN Model 1910 One 7 round magazine. +2 to Stealth to hide weapon.	.32 ACP (1d6/-1)	Box:7:1	F B	25'	SA	S	1.6	24	0%	L
FN Model 1910 One 6 round magazine. +2 to Stealth to hide weapon.	.380 ACP (2d4/-1)	Box:6:1	F B	25'	SA	S	1.6	21	0%	L
Glisenti Model 1910 One 7 round magazine.	9x19mm (2d6/-2)	Box:7:1	B	25'	SA	S	1.6	25	15%	L
Luger Lange P.08 Detachable stock and one 8 round magazine. Uses Luger magazines.	9x19mm (2d6/-2)	Box:8 32:1	F B	40'	SA	M	2.3	85	5%	L
Luger P.08 One 8 round magazine. Uses Luger magazines.	9x19mm (2d6/-2)	Box:8 32:1	F B	30'	SA	S	1.9	60	5%	L
Nagant M1895 Revolver Private's Model Not affected by Error Range from ammunition. Can use suppressors. Can not use speed loaders.	7.62x38mmR (1d8+2/-3)	Cyl:7	F B	35'	SA	S	1.8	10	0%	L
Nagant M1895 Revolver Officer's Model Not affected by Error Range from ammunition. Can use suppressors. Can not use speed loaders.	7.62x38mmR (1d8+2/-3)	Cyl:7	F B	35'	RDA	S	1.8	10	0%	L
Smith & Wesson Model 10 Not affected by Error Range from ammunition.	.38 Special (2d4+1/-1)	Cyl:6	F B	30'	RDA	S	2.1	13	0%	L
Steyr M1912	9x23mm Steyr (2d6+3/-3)	Int:8	F B	30'	SA	S	2.6	19	0%	L
Steyr M1912	9x19mm (2d6/-2)	Int:8	F B	30'	SA	S	2.6	22	0%	L
Steyr Mannlicher M1894	7.63mm Mannlicher (1d6+4/-3)	Int:6	F B	30'	SA	S	2.8	23	35%	L
Steyr Mannlicher M1901	7.63mm Mannlicher (1d6+4/-3)	Int:8	F B	30'	SA	S	2.6	44	10%	L
Type 14 Nambu One 8 round magazine.	8x22mm Nambu (2d4/-1)	Box:8:1	F B	25'	SA	S	1.9	25	20%	L
Type 26 Revolver Not affected by Error Range from ammunition.	9mm Japanese Revolver (1d6+2/-2)	Cyl:6	F B	25'	DAO	S	2.3	33	0%	L
Enfield No. 2 Mk I Revolver Not affected by Error Range from ammunition.	.38/200 (1d4+3/-1)	Cyl:6	F B	30'	RDA	S	1.7	38	0%	L
Webley Mk VI Revolver Not affected by Error Range from ammunition.	.455 Webley (3d4+1/-3)	Cyl:6	F B	35'	RDA	S	2.4	20	0%	L
Webley Mk IV Service Revolver Not affected by Error Range from ammunition.	.38/200 (1d4+3/-1)	Cyl:6	F B	30'	RDA	S	2.4	23	0%	L

Table 38: Late Industrial Full Size Handguns

Industrial Handguns

These handguns were created and used during the Wild West frontier era, as well as the American Civil War.

All weapons listed here have a 90% Error range due to age, and must be cleaned, repaired, and oiled to remove said error range.

Industrial Holdout Handguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
American Arms Model 1 Derringer	.45 Long Colt (2d6+3/-3)	Int:2	F	10'	SA	T	1.8	3	0%	L
Not affected by Error Range from ammunition.										
Colt 3rd Model Derringer	.41 Rimfire (1/+0)	Int:1	F	5'	Single	D	0.4	3	0%	L
Colt 4th Model Derringer	.22 Short (1d2/+0)	Int:1	F	10'	Single	D	0.4	2	0%	L
Colt Cloverleaf	.41 Rimfire (1/+0)	Cyl:4	F	10'	SA	T	0.6	4	0%	L
Can not use speed loaders.										
James Reid "My Friend"	.22 Short (1d2/+0) or .22 Long Rifle (1d4/+0)	Cyl:7	—	10'	SA	D	0.5	3	0%	L
Can be used as brass knuckles. Can not use speed loaders.										
James Reid "My Friend"	.32 Rimfire (2d3/+0)	Cyl:5	—	10'	SA	D	0.6	4	0%	L
Can be used as brass knuckles. Can not use speed loaders.										
James Reid "My Friend"	.41 Rimfire (1/+0)	Cyl:5	—	10'	SA	D	0.6	4	0%	L
Can be used as brass knuckles. Can not use speed loaders.										
Remington Model 95	.41 Rimfire (1/+0)	Int:2	—	10'	SA	D	0.7	2	0%	L
Remington Elliott 4 shot Pepperbox	.32 Rimfire (2d3/+0)	Int:4	—	10'	SA	D	0.6	3	0%	L
Sharps 4 shot Derringer	.32 Rimfire (2d3/+0)	Int:4	—	15'	SA	D	0.6	4	0%	L

Table 39: Industrial Holdout Handguns

Industrial Backup Handguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Colt Single Action Army Banker's Special	.45 Long Colt (2d6+3/-3) or .45 Schofield (2d4+3/-2)	Cyl:6	F B	20'	SA	S	1.9	28	0%	L
Not affected by Error Range from ammunition. +2 to Stealth to hide weapon. Can not use speed loaders.										
Colt Single Action Army Banker's Special	.44 Special (1d6+6/-4)	Cyl:6	F B	20'	SA	S	1.9	28	0%	L
Not affected by Error Range from ammunition. +2 to Stealth to hide weapon. Can not use speed loaders.										
Colt Frontier Banker's Special	.44-40 Winchester (1d10+5/-5)	Cyl:6	F B	20'	SA	S	1.9	28	0%	L
Not affected by Error Range from ammunition. +2 to Stealth to hide weapon. Can not use speed loaders.										

Table 40: Industrial Backup Handguns

Industrial Full Size Handguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Colt New Line	.22 Long Rifle (1d4/+0)	Cyl:5	F	20'	SA	S	1.4	30	0%	L
Can not use speed loaders. +1 to Stealth to hide weapon.										
Colt Single Action Army Artillery	.45 Long Colt (2d6+3/-3) or .45 Schofield (2d4+3/-2)	Cyl:6	F B	40'	SA	M	2.3	35	0%	L
Not affected by Error Range from ammunition. Can not use speed loaders.										
Colt Single Action Army Cavalry	.45 Long Colt (2d6+3/-3) or .45 Schofield (2d4+3/-2)	Cyl:6	F B	35'	SA	S	2.5	40	0%	L
Not affected by Error Range from ammunition. Can not use speed loaders.										
Colt Single Action Army Gunfighter	.45 Long Colt (2d6+3/-3) or .45 Schofield (2d4+3/-2)	Cyl:6	F B	30'	SA	S	2.1	30	0%	L
Not affected by Error Range from ammunition. +1 to Stealth to hide weapon. Can not use speed loaders.										
Colt Single Action Army Artillery	.44 Special (1d6+6/-4)	Cyl:6	F B	40'	SA	M	2.3	35	0%	L
Not affected by Error Range from ammunition. Can not use speed loaders.										
Colt Single Action Army Cavalry	.44 Special (1d6+6/-4)	Cyl:6	F B	35'	SA	S	2.5	40	0%	L
Not affected by Error Range from ammunition. Can not use speed loaders.										
Colt Single Action Army Gunfighter	.44 Special (1d6+6/-4)	Cyl:6	F B	30'	SA	S	2.1	30	0%	L
Not affected by Error Range from ammunition. +1 to Stealth to hide weapon. Can not use speed loaders.										
Colt Frontier Artillery	.44-40 Winchester (1d10+5/-5)	Cyl:6	F B	40'	SA	M	2.3	35	0%	L
Not affected by Error Range from ammunition. Can not use speed loaders.										
Colt Frontier Cavalry	.44-40 Winchester (1d10+5/-5)	Cyl:6	F B	35'	SA	S	2.5	40	0%	L
Not affected by Error Range from ammunition. Can not use speed loaders.										
Colt Frontier Gunfighter	.44-40 Winchester (1d10+5/-5)	Cyl:6	F B	30'	SA	S	2.1	30	0%	L
Not affected by Error Range from ammunition. +1 to Stealth to hide weapon. Can not use speed loaders.										
Colt Frontier Artillery	.44 Henry (2d6+1/-2)	Cyl:6	F B	40'	SA	M	2.3	35	0%	L
Not affected by Error Range from ammunition. Can not use speed loaders.										
Colt Bisley	.41 Long Colt (3d4+1/-3)	Cyl:6	F B	40'	SA	S	2.3	22	0%	L
Not affected by Error Range from ammunition. Can not use speed loaders.										
Colt Bisley	.45 Long Colt (2d6+3/-3)	Cyl:6	F B	40'	SA	S	2.3	29	0%	L
Not affected by Error Range from ammunition. Can not use speed loaders.										
Colt Flat Top	.45 Long Colt (2d6+3/-3) or .45 Schofield (2d4+3/-2)	Cyl:6	F B	35'	SA	M	2.5	32	0%	L
Not affected by Error Range from ammunition. Can not use speed loaders.										
Colt Lightning	.38 Long Colt (1d4/+0)	Cyl:6	F B	30'	RDA	S	2.3	23	15%	L
Not affected by Error Range from ammunition. Can not use speed loaders.										
Colt Thunderer	.41 Long Colt (3d4+1/-3)	Cyl:6	F B	30'	RDA	S	2.4	28	15%	L
Not affected by Error Range from ammunition. Can not use speed loaders.										
Enfield Mk II Revolver	.476 Enfield (1d4/+0)	Cyl:6	F B	30'	RDA	S	1.7	39	0%	L
Not affected by Error Range from ammunition.										
Smith & Wesson Model 3	.44 American (1d6+3/-2)	Cyl:6	F B	30'	SA	M	2.9	45	0%	L
Not affected by Error Range from ammunition.										
Smith & Wesson Model 3	.44 Russian (1d6+3/-2)	Cyl:6	F B	30'	SA	M	2.9	55	0%	L
Not affected by Error Range from ammunition.										
Smith & Wesson Schofield Revolver	.45 Schofield (2d4+3/-2)	Cyl:6	F B	30'	SA	M	2.9	45	0%	L
Not affected by Error Range from ammunition.										
Smith & Wesson 44DA Frontier	.44 Russian (1d6+3/-2)	Cyl:6	F B	30'	RDA	S	2.0	45	0%	L
Not affected by Error Range from ammunition.										
Smith & Wesson DA Second Model	.38 S&W (1d4+3/-1)	Cyl:6	F B	25'	RDA	S	2.3	40	0%	L
Not affected by Error Range from ammunition.										
Webley Mk I Revolver	.455 Webley (3d4+1/-3)	Cyl:6	F B	35'	RDA	S	2.1	24	0%	L
Not affected by Error Range from ammunition.										

Table 41: Industrial Full Size Handguns

Personal Defense Weapons

“Pull Trigger, Piss Bullets” —Anonymous H&K Representative

A personal defense weapon (PDW) is a compact semi-automatic or fully automatic firearm similar in most respects to a sub-machine gun, but firing a (often proprietary) rifle round, giving a PDW better range, accuracy and armor-penetrating capability than sub-machine guns, which fire pistol-caliber cartridges. The class of weapon as it exists today evolved as a hybrid between a sub-machine gun and a carbine, retaining the compact size and ammunition capacity of the former while adding the ammunition power, accuracy and penetration of the latter. For the context of this book, PDWs include sub-machine guns as well as machine pistols.

A machine pistol is a handgun-style, often magazine-fed and self-loading firearm, capable of fully automatic or burst fire, and normally chambered for pistol cartridges, and a sub-machine gun is an automatic carbine, designed to fire pistol cartridges. It combines the automatic fire of a machine gun with the cartridge of a pistol, which allows for controllable automatic fire in a close setting. Sub-machine guns almost always have stocks, and are used like close ranged rifles.

Modern Personal Defense Weapons

The PDWs listed under this section represent the selection from the mid-1950s to the present day. These are the mostly commonly encountered PDWs in this day and age.

Cheap Modern Machine Pistols

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
AEK-919K “Kashtan” Integral Stock and one 20 round magazine.	9x18mm PM (2d4+1/-1)	Box:20:1/30:2	F B	20’	SL/Auto(F)	M	2.8	14	0%	M&P
APS Detachable stock and two 20 round magazines.	9x18mm PM (2d4+1/-1)	Box:20:2	F B	20’	DA/SA/Auto(F)	S	2.7	23	5%	M&P
Cobray M-11/9 Threaded barrel and two 10 round magazines. Uses MAC-10 9mm magazines.	9x19mm (2d6/-2)	Box:10 20 32:1/50:2	F B	35’	SL	M	5.0	10	10%	L
Cobray M-12 Threaded barrel and two 10 round magazines Uses MAC-11 magazines.	.380 ACP (2d4/-1)	Box:10 16 32:1	F B	35’	SL	M	5.0	9	0%	L
Glock 18 Two 17 round magazines. Uses Glock 26 magazines.	9x19mm (2d6/-2)	Box:17 19 27:1/33:2	F B IT	35’	PA/Auto(F)	S	1.3	25	0%	M&P
Ingram MAC-10 Integral stock, threaded barrel and one 32 round magazines. Uses MAC-10 9mm magazines.	9x19mm (2d6/-2)	Box:10 20 32:1/50:2	F B	30’	OB: SL/Auto(F)	M	6.3	20	5%	M&P
Ingram MAC-10 Integral stock, threaded barrel and one 30 round magazines. Uses MAC-10 magazines.	.45 ACP (3d4+2/-4)	Box:30:1/42:2	F B	30’	OB: SL/Auto(F)	M	6.3	20	5%	M&P
Ingram MAC-11 Integral stock, threaded barrel and one 16 round magazines. Uses MAC-11 magazines.	.380 ACP (2d4/-1)	Box:10 16 32:1	F B	30’	OB: SL/Auto(F)	M	3.5	25	5%	M&P
Intratec TEC-9 Threaded barrel and one 32 round magazine. Uses TEC-9 magazines.	9x19mm (2d6/-2)	Box:10 20 32 36:1/50:2	F B	35’	OB: SL	M	3.1	10	25%	L
Intratec TEC-22 Threaded barrel and one 10 round magazine. Uses 10/22 magazines.	.22 LR (1d4/+0)	Box:10 25 30:1/50:4	F B	30’	SL	M	3.7	10	25%	L
Masterpiece Arms 5.7 Pistol One 20 round magazine. Uses Five-sevenN magazines.	5.7x28mm (3d4-1/-3)	Box:10:2/20:3/30:4	F B O	35’	SL	M	2.4	18	0%	L
Masterpiece Arms 930 One 15 round magazine. Uses Glock 26 magazines.	9x19mm (2d6/-2)	Box:15 17 19 27:1/33:2	F B O	35’	SL	M	2.4	18	0%	L
MAT-49 Integral stock and one 20 round magazine. Must be folded out to use for 5 CP.	9x19mm (2d6/-2)	Box:20:1/32:2	F B	25’	OB: Auto(M)	M	6.3	14	15%	M&P
Škorpion vz. 61S Two 20 round magazines. Uses Skorpion magazines.	.32 ACP (1d6/-1)	Box:10:1/20:2	F B	30’	SL	M	2.8	24	0%	L
PP-91 “Kedr” Integral Stock and one 20 round magazine.	9x18mm PM (2d4+1/-1)	Box:20:1/30:2	F B	25’	SL/Auto(F)	M	3.4	22	0%	M&P
Škorpion vz. 65 Integral stock and two 10 round magazines.	9x18mm PM (2d4+1/-1)	Box:10:1/20:2	F B	30’	SL/Auto(F)	M	2.8	32	0%	M&P
Škorpion vz. 64 Integral stock and two 10 round magazines.	.380 ACP (2d4/-1)	Box:10:1/20:2	F B	30’	SL/Auto(F)	M	2.8	32	0%	M&P
Škorpion vz. 68 Integral stock and two 10 round magazines.	9x19mm (2d6/-2)	Box:10:1/20 30:2	F B	30’	SL/Auto(F)	M	2.8	32	0%	M&P

Table 42: Cheap Modern Machine Pistols

Expensive Modern Machine Pistols

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
APB	9x18mm PM (2d4+1/-1)	Box:20:2	F B	20'	DA/SA/Auto(F)	S	3.6	30	5%	M&P
Lvl. 2 standard quality suppressor, detachable stock, and two 20 round magazines. -3 to Stealth to hide weapon.										
Beretta 93R	9x19mm (2d6/-2)	Box:15 17:1/30:2/20:3	F B	40'	DA/SA/3RB	S	2.6	45	0%	R
Ported barrel, permanent vertical foregrip, detachable stock, and two 20 round magazines. Uses 92FS magazines. -3 to Stealth to hide weapon.										
Brugger and Thomet MP9	9x19mm (2d6/-2)	Box:15:1/30:2	F B O	40'	SL/Auto(F)	M	3.1	60	0%	M&P
Integral stock, permanent vertical foregrip, and two 30 round magazines. Uses SPP magazines.										
Brugger and Thomet TP9	9x19mm (2d6/-2)	Box:15:1/30:2	F B IT	40'	SL	M	2.8	52	0%	L
One 15 round magazine, Uses SPP magazines										
CZ 75 Automatic	9x19mm (2d6/-2)	Box:16:1/19 25:2	F B IT	30'	DA/SA/Auto(F)	S	3.1	40	0%	M&P
Magazine grip, ported barrel, and two 25 round magazines. Uses CZ 75 magazines. -2 to Stealth to hide weapon.										
CZA Vz. 61	.22 Long Rifle (1d4/+0)	Box: 10:1/20:2	F B	35'	SL	M	2.8	35	0%	L
Integral stock and two 10 round magazines.										
H&K VP70M	9x19mm (2d6/-2)	Box:18:2	F B	30'	PA/3RB*	S	1.8	35	0%	R
Detachable Stock and two 18 round magazines. *3RB only available when stock is attached. -4 to Stealth to hide weapon.										
H&K MP7A1	4.6x30mm (3d4-1/-3)	Box:20:2/30:3/40:4	F B O 2T	45'	PA/3RB/Auto(F)	M	2.6	60	0%	M&P
Integral stock, permanent vertical foregrip, and two 20 round magazines.										
IMI Uzi Pistol	9x19mm (2d6/-2)	Box:20 25 32:1/50:2	F B	30'	SL	S	3.7	45	0%	L
One 20 round magazine. Uses Uzi magazines. -4 to Stealth to hide weapon.										
IMI Micro-Uzi	9x19mm (2d6/-2)	Box:20 25 32:1/50:2	F B	30'	SL/Auto(F)	M	3.3	39	0%	M&P
Integral stock and one 20 round magazine. Uses Uzi magazines.										
IWI Uzi Pro	9x19mm (2d6/-2)	Box:20 25 32:1/50:2	F B O 2T	30'	SL/Auto(F)	M	5.1	59	0%	M&P
Integral stock and one 20 round magazine. Uses Uzi magazines.										
Minebea M-9	9x19mm (2d6/-2)	Box:20 25 32:1/50:2	F B	25'	SL/Auto(F)	M	6.2	100	0%	M&P
Patrol sling, ported barrel, permanent vertical foregrip, and one 25 round magazine. Uses Uzi magazines. +1 Mastercraft.										
OTs-33 "Pernach"	9x18mm PM (2d4+1/-1)	Box:18:2/27:4	F B	35'	SL/Auto(F)	M	2.6	30	0%	M&P
Detachable stock and three 18 round magazines.										
PP-2000	9x19mm (2d6/-2)	Box:20:2/44:3	F B O	40'	SL/Auto(M)	M	2.8	30	0%	M&P
Integral stock, one 20 round and one 44 round magazine. Can store a magazine in the stock that doesn't require CP to retrieve.										
Ruger MP-9	9x19mm (2d6/-2)	Box:32:2	F B	45'	SL/Auto(M)	M	6.6	30	0%	M&P
Integral stock and one 32 round magazine.										
Škorpion vz. 61	.32 ACP (1d6/-1)	Box:10:1/20:2	F B	30'	SL/Auto(F)	M	2.8	30	0%	M&P
Integral stock and two 10 round magazines. Uses Skorpion magazines.										
Steyr TMP	9x19mm (2d6/-2)	Box:15:1/30:2	F B	40'	SL/Auto(F)	M	2.9	44	0%	M&P
Permanent vertical foregrip, one 15 round and one 30 round magazine. Uses SPP magazines.										
Steyr SPP	9x19mm (2d6/-2)	Box:15:1/30:2	F B	35'	SL	M	2.5	38	0%	L
Two 15 round magazines. Uses SPP magazines.										
Jatimatic	9x19mm (2d6/-2)	Box:20:2/40:3	F B	30'	OB:SL/Auto(F)	M	3.3	51	0%	M&P
Permanent vertical foregrip and two 20 round magazines. Reduces the Caliber Recoil Penalty by 1 for all attacks.										

Table 43: Expensive Modern Machine Pistols

Cheap Modern SMGs

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Agram 2000	9x19mm (2d6/-2)	Box:15 22:1/32:2	F B	35'	OB: SL/Auto(M)	M	3.9	14	15%	M&P
Pistol grip, permanent angled foregrip and two 22 round magazines.										
Beretta Mx4 Storm (92FS)	9x19mm (2d6/-2)	Box:15 17:1/30:2/20:3	F B O IT	60'	SL/Auto(M)	L	5.4	28	0%	M&P
Fixed Stock and two 30 round magazines. Uses 92FS magazines.										
Beretta Mx4 Storm (Px4)	9x19mm (2d6/-2)	Box:17:2/20:3	F B O IT	60'	SL/Auto(M)	L	5.4	28	0%	M&P
Fixed Stock and two 17 round magazines. Uses Px4 9mm magazines.										
Calico M951-A	9x19mm (2d6/-2)	Box:50:3/100:4	F B	45'	SL/Auto(M)	L	4.8	29	0%	M&P
Folding stock and one 50 round magazine. Uses Calico Magazines.										
CZ Model 25	7.62x25mm Tokarev (2d8+2/-4)	Box:32:1	F B	30'	SL/Auto(S)	M	7.2	18	5%	M&P
Folding stock and one 32 round magazine.										
Kommando LDP	9x19mm (2d6/-2)	Box:20 25 32:1/50:2	F B	30'	SL/Auto(M)	M	5.9	15	5%	M&P
Folding stock and one 20 round magazine. Uses Uzi magazines.										
Kel-Tec PLR-22	.22 Long Rifle (1d4/+0)	Box:26:2	F B O IT	50'	SL	M	2.8	20	5%	L
Pistol Grip. One 26 round magazine.										
OTs-02 "Kiparis"	9x18mm PM (2d4+1/-1)	Box:10:1/20:2/30:3	F B	20'	SL/Auto(F)	S	3.5	20	0%	M&P
Folding stock and one 20 round magazine.										
PP-90	9x18mm PM (2d4+1/-1)	Box:30:3	F	30'	OB: Auto(F)	S	4.4	30	15%	M&P
Folding stock and one 30 round magazine. Gun must be folded out for 5 CP to be used.										
PP-91 KEDR	9x18mm PM (2d4+1/-1)	Box:20:1/30:2	F B	20'	SL/Auto(F)	S	3.5	20	0%	M&P
Folding stock and one 20 round magazine.										
PM-63	9x18mm PM (2d4+1/-1)	Box:15:1/25:2	F B	20'	OB: SL/Auto(F)	S	3.5	18	0%	M&P
Permanent vertical foregrip, folding stock and one 15 round magazine.										
Ruger Charger	.22 Long Rifle (1d4/+0)	Box:10 25 30:1/50:4	F B	75'	SL	M	5.0	20	0%	L
Pistol grip, bipod and one 25 round magazine. Uses 10/22 magazines.										
FAMAE SAF	See Text	Box:20 30:1	F B	45'	SL/3RB/Auto(F)	L	6.8	27	0%	M&P
This firearm can be purchased in one of the following calibers:9x19mm (2d6/-2), or .40 S&W (3d4/-3). Fixed folding stock and two 30 round magazines. Uses FAMAE magazines.										
FAMAE Mini SAF	See Text	Box:20 30:1	F B	40'	SL/3RB/Auto(F)	M	5.9	30	0%	M&P
This firearm can be purchased in one of the following calibers:9x19mm (2d6/-2), or .40 S&W (3d4/-3) Fixed folding stock, vertical foregrip, and two 20 round magazine. Uses FAMAE magazines.										

Table 44: Cheap Modern Sub-Machine Guns

Expensive Modern SMGs

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Auto Ordinance TA510D	.45 ACP (3d4+2/-4)	Box:10 20 30:1 Box:50:2/100:4	F B	45'	SL	L	5.9	66	0%	L
Pistol Grip and a 20 round magazine. Uses Thompson magazines.										
Beretta Model 12	9x19mm (2d6/-2)	Box:20:2/32 40:3	F B	40'	OB: SL/Auto(S)	M	6.6	35	0%	M&P
Folding stock, permanent vertical foregrip, and two 20 round magazines.										
Colt RO635	9x19mm (2d6/-2)	Box:20 25 32:1/50:2	F B	45'	SL/Auto(F)	L	6.0	45	0%	M&P
Synthetic stock and two 20 round magazines. Uses Uzi magazines. This weapon is compatible with AR-15 building.										
CZ Scorpion EVO 3 SMG	9x19mm (2d6/-2)	Box:10 20 30:1/35:2	F B O 3T	50'	SL/3RB/Auto(F)	L	5.6	55	0%	M&P
Fixed folding stock and two 30 round magazines. Uses EVO3 magazines.										
CZ Scorpion EVO 3 Pistol	9x19mm (2d6/-2)	Box:10 20 30:1/35:2	F B O 3T	50'	SL	M	5.6	40	0%	L
Pistol grip and two 20 round magazines. Uses EVO3 magazines.										
Century Arms Draco Pistol	7.62x39mm (4d6+2/-6)	Box:10 20 30:1 Box:40:2/75:5	F B	55'	SL	M	5.5	28	0%	L
Pistol grip and one 20 round magazines. Uses 7.62 AK magazines.										
FAL SA58 Pistol	7.62x51mm (5d6/-6)	Box:10:1 20:2/30:3	F B	60'	SL	M	9.5	65	0%	L
Pistol grip and one 10 round magazine. Uses FAL magazines.										
PTR-91 PDW	7.62x51mm (5d6/-6)	Box:20:1/50:7	F B	85'	SL/3RB/Auto(S)	M	9.3	55	0%	M&P
Pistol grip and one 20 round magazine. Uses G3 magazines										
FN P90	5.7x28mm (3d4-1/-3)	Box:30:1/50:2	F B O	60'	SL/Auto(F)	M	6.0	55	0%	M&P
Permanent fixed stock and one 50 round magazine. Uses P90 magazines.										
H&K MP5A2	9x19mm (2d6/-2)	Box:15:1/30:2/100:10	F B O	50'	SL/Auto(M)	L	5.5	40	0%	M&P
Fixed stock and one 30 round magazine. Uses MP5 magazines. +1 Mastercraft.										
H&K MP5A3	9x19mm (2d6/-2)	Box:15:1/30:2/100:10	F B O	50'	SL/Auto(M)	L	6.8	40	0%	M&P
Folding stock and one 30 round magazine. Uses MP5 magazines. +1 Mastercraft.										
H&K MP5A4	9x19mm (2d6/-2)	Box:15:1/30:2/100:10	F B O	50'	SL/3RB/Auto(M)	L	6.4	45	0%	M&P
Fixed stock and one 30 round magazine. Uses MP5 magazines. +1 Mastercraft.										
H&K MP5A5	9x19mm (2d6/-2)	Box:15:1/30:2/100:10	F B O	50'	SL/3RB/Auto(M)	L	6.8	45	0%	M&P
Folding stock and one 30 round magazine. Uses MP5 magazines. +1 Mastercraft.										
H&K MP5A4	9x19mm (2d6/-2)	Box:15:1/30:2/100:10	F B O	50'	SL/2RB/Auto(M)	L	6.4	45	0%	M&P
Fixed stock and one 30 round magazine. Uses MP5 magazines. +1 Mastercraft.										
H&K MP5A5	9x19mm (2d6/-2)	Box:15:1/30:2/100:10	F B O	50'	SL/2RB/Auto(M)	L	6.8	45	0%	M&P
Folding stock and one 30 round magazine. Uses MP5 magazines. +1 Mastercraft.										
H&K MP5K	9x19mm (2d6/-2)	Box:15:1/30:2/100:10	F B O	40'	SL/Auto(F)	M	4.4	48	0%	M&P
Permanent vertical foregrip, pistol grip, and one 15 round magazine. +1 Mastercraft.										
H&K MP5KA4	9x19mm (2d6/-2)	Box:15:1/30:2/100:10	F B O	40'	SL/3RB/Auto(F)	M	4.4	52	0%	M&P
Permanent vertical foregrip, pistol grip, and one 15 round magazine. +1 Mastercraft.										
H&K MP5K-PDW	9x19mm (2d6/-2)	Box:15:1/30:2/100:10	F B O	40'	SL/3RB/Auto(F)	M	5.3	55	0%	M&P
Folding stock, permanent vertical foregrip, threaded barrel and one 15 round magazine. +1 Mastercraft.										
H&K MP5SD5	9x19mm (2d6/-2)	Box:15:1/30:2/100:10	F B O	50'	SL/3RB	L	6.8	65	0%	M&P
Folding stock, lvl 2 standard quality suppressor, and one 30 round magazine. Uses MP5 magazines. +1 Mastercraft.										
H&K MP5SD6	9x19mm (2d6/-2)	Box:15:1/30:2/100:10	F B O	50'	SL/3RB	L	7.5	65	0%	M&P
Fixed stock, lvl 2 standard quality suppressor, and one 30 round magazine. Uses MP5 magazines. +1 Mastercraft.										
H&K MP5SD-N1	9x19mm (2d6/-2)	Box:15:1/30:2/100:10	F B O	50'	SL/3RB/Auto(S)	L	6.8	75	0%	M&P
Fixed stock, lvl. 2 standard quality suppressor, and one 30 round magazine. Uses MP5 magazines. +1 Mastercraft.										
H&K MP5SD-N2	9x19mm (2d6/-2)	Box:15:1/30:2/100:10	F B O	50'	SL/3RB/Auto(S)	L	7.5	75	0%	M&P
Folding stock, lvl. 2 standard quality suppressor, and one 30 round magazine. Uses MP5 magazines. +1 Mastercraft.										
H&K MP5/10A2	10mm Auto (2d6+4/-4)	Box:15:1/30:2	F B O	55'	SL/Auto(M)	L	5.5	50	0%	M&P
Fixed stock and one 30 round magazine. Uses MP5/10 magazines. +1 Mastercraft.										
H&K MP5/10A3	10mm Auto (2d6+4/-4)	Box:15:1/30:2	F B O	55'	SL/Auto(M)	L	6.8	50	0%	M&P
Folding stock and one 30 round magazine. Uses MP5/10 magazines. +1 Mastercraft.										
H&K MP5/10A4	10mm Auto (2d6+4/-4)	Box:15:1/30:2	F B O	55'	SL/3RB/Auto(M)	L	6.4	55	0%	M&P
Fixed stock and one 30 round magazine. Uses MP5/10 magazines. +1 Mastercraft.										
H&K MP5/10A5	10mm Auto (2d6+4/-4)	Box:15:1/30:2	F B O	55'	SL/3RB/Auto(M)	L	6.8	55	0%	M&P
Folding stock and one 30 round magazine. Uses MP5/10 magazines. +1 Mastercraft.										

Table 45: Expensive Modern Sub-Machine Guns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
H&K MP5/40A2	.40 S&W (3d4/-3)	Box:15:1/30:2	F B O	50'	SL/Auto(M)	L	5.8	45	0%	M&P
Fixed stock and one 30 round magazine. Uses MP5/40 magazines. +1 Mastercraft.										
H&K MP5/40A3	.40 S&W (3d4/-3)	Box:15:1/30:2	F B O	50'	SL/Auto(M)	L	6.8	45	0%	M&P
Folding stock and one 30 round magazine. Uses MP5/40 magazines. +1 Mastercraft.										
H&K MP5/40A4	.40 S&W (3d4/-3)	Box:15:1/30:2	F B O	50'	SL/3RB/Auto(M)	L	6.4	50	0%	M&P
Fixed stock and one 30 round magazine. Uses MP5/40 magazines. +1 Mastercraft.										
H&K MP5/40A5	.40 S&W (3d4/-3)	Box:15:1/30:2	F B O	50'	SL/3RB/Auto(M)	L	6.8	50	0%	M&P
Folding stock and one 30 round magazine. Uses MP5/40 magazines. +1 Mastercraft.										
H&K UMP45	.45 ACP (3d4+2/-4)	Box:25:2	F B O 1T	45'	SL/2RB/Auto(S)	L	5.8	40	0%	M&P
Fixed folding stock and two 25 round magazines.										
H&K UMP9	9x19mm (2d6/-2)	Box:30:2	F B O 1T	45'	SL/2RB/Auto(S)	L	5.2	40	0%	M&P
Fixed folding stock and two 30 round magazines.										
H&K UMP40	.40 S&W (3d4/-3)	Box:30:2	F B O 1T	45'	SL/2RB/Auto(S)	L	5.2	40	0%	M&P
Fixed folding stock and two 30 round magazines.										
KRISS Vector	.45 ACP (3d4+2/-4)	Box:13:1/27:2	F B O 1T	45'	SL/2RB/Auto(F)	L	6.0	40	0%	M&P
Folding stock, threaded barrel and two 13 round magazines. Uses Glock 30 magazines. Reduces CRP by 2 when multishot attacking.										
Kel-Tec PLR-16	5.56x45mm (5d4/-5)	Box:5 10 20 30:1 Box:100:8	F B O 1T	55'	SL	M	3.4	33	0%	L
Pistol grip and one 10 round magazine. Uses M16/AR-15 magazines.										
PP-19 Bizon	See Text	Box:64:3	F B	40'	SL/Auto(M)	L	4.6	35	5%	M&P
This firearm can be purchased in one of the following calibers: 9x18mm PM (2d4+1/-1) or .380 ACP (2d4/-1). Fixed folding stock and one 64 round magazine.										
PP-19 Bizon 2	9x19mm (2d6/-2)	Box:53:3	F B	40'	SL/Auto(M)	L	4.6	46	5%	M&P
Fixed folding stock and one 53 round magazine.										
IMI Uzi	9x19mm (2d6/-2)	Box:20 25 32:1/50:2	F B	40'	OB: SL/Auto(S)	M	7.2	35	0%	M&P
Fixed folding stock and one 32 round magazine. Uses Uzi magazines.										
IMI Mini-Uzi	9x19mm (2d6/-2)	Box:20 25 32:1/50:2	F B	35'	OB: SL/Auto(F)	M	5.9	38	0%	M&P
Integral stock and one 32 round magazine. Uses Uzi Magazines.										
SITES Spectre M4	9x19mm (2d6/-2)	Box:30:1/50:3	F B	40'	SL/Auto(F)	M	6.4	45	5%	M&P
Folding stock, permanent vertical foregrip, and two 30 round magazines.										
Steyr AUG Para	9x19mm (2d6/-2)	Box:25 32:1	F B O	(40') 50'	SL/Auto(M)	L	7.3	57	0%	M&P
Permanent fixed stock, permanent vertical foregrip, permanent 1.5x telescopic sight and two 25 round magazines.										
SIG MPX	9x19mm (2d6/-2)	Box:10 20 30:3	F B O 3T	45'	SL/Auto(F)	L	8.8	68	0%	M&P
Folding stock and two 30 round magazines.										
SIG MPX	9x19mm (2d6/-2)	Box:10 20 30:3	F B O 3T	45'	SL	M	6.1	60	0%	L
Pistol grip and two 20 round magazines. Uses MPX magazines.										
SIG MCX Rattler	.300 AAC BLK (4d6/-5)	Box:5 10 20 30:1 Box:100:8	F B O 4T	35'	SL/Auto(F)	L	5.7	95	0%	M&P
Folding Stock, Lvl 4 high quality suppressor, and two 30 round magazines. This weapon is built from a kit, where any .300 MCX can be constructed using the kit, but only one at a time. This change takes 15 minutes. +2 to Stealth to hide weapon. Uses M16/AR-15 magazines.										
SIG MCX Rattler	5.56x45mm (5d4/-5)	Box:5 10 20 30:1 Box:100:8	F B O 4T	35'	SL/Auto(F)	L	5.7	95	0%	M&P
Folding Stock, Lvl 5 high quality suppressor, and two 30 round magazines. This weapon is built from a kit, where any 5.56 MCX can be constructed using the kit, but only one at a time. This change takes 15 minutes. +2 to Stealth to hide weapon. Uses M16/AR-15 magazines.										
L2A1 Sterling	9x19mm (2d6/-2)	Box:32:1/34:2	F B	40'	OB: SL/Auto(S)	L	5.9	32	0%	M&P
Folding Stock and one 32 round magazine. Uses Sten magazines.										
L34A1 Sterling	9x19mm (2d6/-2)	Box:32:1/34:2	F B	40'	OB: SL/Auto(S)	L	5.9	32	0%	M&P
Folding stock, threaded barrel, lvl. 2 standard quality suppressor, and one 32 round magazine. Uses Sten magazines.										
Vityaz-SN	9x19mm (2d6/-2)	Box:30:1	F B O 4T	30'	SL/Auto(S)	L	6.4	40	0%	M&P
Folding stock and two 30 round magazines.										
AAC Honey Badger	.300 AAC BLK (4d6/-5)	Box:5 10 20 30:1 Box:100:8	F B O 4T	50'	SL/Auto(F)	L	6.5	70	0%	M&P
Folding stock, permanent lvl. 4 high quality suppressor, and two 30 round magazines. Uses M16/AR-15 magazines.										
Magpul PDR	5.56x45mm (5d4/-5)	Box:5 10 20 30:1	F B O 1T	45'	SL/Auto(F)	M	4.4	55	0%	M&P
Permanent fixed stock and two 20 round magazines. Uses M16/AR-15 magazines.										

Table 46: Expensive Modern Sub-Machine Guns, Cont

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
American 180	.22 LR (1d4/+0)	Box:177:4/275:9	F B	40'	OB: SL/Auto(F)	L	9.5	45	5%	M&P
Fixed stock and one 177 round magazine.										
Ingram Model 6	See Text	Box:30:1	F B	45'	SL/Auto(M)	L	7.2	65	5%	M&P
This firearm can be purchased in one of the following calibers: 9x19mm (2d6/-2), .45 ACP (3d4+2/-4) or .38 Super (3d4+3/-4) Fixed stock, vertical foregrip, and one 30 round magazine.										
Magpul FMG-9	9x19mm (2d6/-2)	Box:17 19:1/33:2	F O	40'	SL/Auto(F)	S/M	1.9	54	0%	M&P
Permanent fixed stock. Must be folded out to use, for 2 CP. When unfolded, it is the larger size. Can be folded with a magazine. Uses Glock 26 Magazines.										
PSA AK-V	9x19mm (2d6/-2)	Box:10 20 30:1/35:2	F B O	45'	SL	L	6.8	55	0%	L
Fixed folding stock and three 35 round magazines. Uses EVO3 magazines.										
Diamondback DBX	5.7x28mm (3d4-1/-3)	Box:20:3/30:4	F B O IT	55'	SL	L	3.7	55	0%	L
Folding stock and two 20 round magazines. Uses Five-seveN magazines.										
Colt M231 Port Firing Weapon	5.56x45mm (5d4/-5)	Box:5 10 20 30:1/100:8	F B	35'	Auto(F)	M	4.7	50	0%	M&P
Permanent pistol grip, threaded barrel, and four 30 round magazines. Uses M16/AR-15 Magazines. This weapon was created by Blackghost										

Table 47: Expensive Modern Sub-Machine Guns, Cont

Early Modern PDWs**Early Modern Machine Pistols**

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Mauser M712 <i>Schnellfeuer</i>	7.63x25mm Mauser (2d8/-3)	Box:10 20:1	F B	40'	SL/Auto(M)	M	4.5	45	15%	M&P
Detachable stock and one 20 round magazine.										

Table 48: Early Modern Machine Pistols

Early Modern Sub-Machine Guns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
K-50M	7.62x25mm Tokarev (2d8+2/-4) or 7.63x25mm Mauser (2d8/-3)	Box:35:1	F B	40'	OB: SL/Auto(M)	L	9.7	60	20%	M&P
Fixed stock and one 35 round magazine. Uses PPSH magazines.										
Sten Mk V	9x19mm (2d6/-2)	Box:28 32:1	B	40'	OB: SL/Auto(S)	L	7.1	80	10%	M&P
Fixed stock, bayonet lug, vertical foregrip, and two 32 round magazines. Uses Sten Magazines.										
Austen	9x19mm (2d6/-2)	Box:28:1	B	45'	OB: SL/Auto(S)	L	7.5	4	10%	M&P
Folding stock, permanent vertical foregrip, and two 28 round magazines. Uses Sten magazines										
Beretta Model 1938A	9x19mm (2d6/-2)	Box:10:1/20/30:2 Box:40:3	F B	45'	OB: SL/Auto(S)	L	9.3	65	5%	M&P
Fixed stock, bayonet lug, and one 30 round magazines. Uses Model 38 magazines. +1 Mastercraft.										
Beretta Model 38/49	9x19mm (2d6/-2)	Box:10:1/20/30:2 Box:40:3	F B	45'	OB: SL/Auto(S)	L	7.1	70	5%	M&P
Fixed stock, bayonet lug, and one 30 round magazines. Uses Model 38 magazines.										
Lanchester Mk1	9x19mm (2d6/-2)	Box:32 50:1	F B	45'	OB: Auto(M)	L	9.5	70	0%	M&P
Fixed stock, bayonet lug, and one 32 round magazine. +1 Mastercraft.										
M3 "Grease Gun"	.45 ACP (3d4+2/-4)	Box:30:1	F B	40'	OB: Auto(S)	L	8.1	35	10%	M&P
Folding stock, permanent vertical foregrip, and two 30 round magazines.										
M3 "Grease Gun"	9x19mm (2d6/-2)	Box:32:1	F B	40'	OB: Auto(S)	L	8.1	30	10%	M&P
Folding stock, permanent vertical foregrip, and two 32 round magazines.										
M50 Reising	.45 ACP (3d4+2/-4)	Box:12 20:1	F B	50'	SL/Auto(M)	L	6.8	13	20%	M&P
Fixed stock and one 20 round magazine. Uses Reising magazines. Using the 12 round magazine decreases error range by 10%										
M55 Reising	.45 ACP (3d4+2/-4)	Box:12 20:1	F B	50'	SL/Auto(M)	M	6.2	14	20%	M&P
Folding stock and one 20 round magazine. Uses Reising magazines. Using the 12 round magazine decreases error range by 10%										
M60 Reising	.45 ACP (3d4+2/-4)	Box:12 20:1	F B	50'	SL	L	6.8	14	20%	L
Fixed stock and one 20 round magazine. Uses Reising magazines. Using the 12 round magazine decreases error range by 10%										
M65 Reising	.22 Long Rifle (1d4/+0)	Box:12 20:1	F B	50'	SL	L	5.6	20	20%	L
Fixed stock and one 20 round magazine. Using the 12 round magazine decreases error range by 10%										
MAS-38	7.65 Longue (1d4+2/-1)	Box:32:1	F B	40'	OB: SL/Auto(M)	L	7.8	32	5%	M&P
Fixed stock and one 32 round magazine.										
MP-40	9x19mm (2d6/-2)	Box:32:1	F B	40'	OB: SL/Auto(M)	L	8.8	65	5%	M&P
Folding stock and two 32 round magazines.										
Owen	9x19mm (2d6/-2)	Box:32:1	F B	40'	OB: SL/Auto(M)	L	9.3	5	0%	M&P
Fixed stock, vertical foregrip, and one 32 round magazine.										
PPD-40	7.62x25mm Tokarev (2d8+2/-4) or 7.63x25mm Mauser (2d8/-3)	Box:25 71:1	F B	45'	OB: SL/Auto(F)	L	7.0	9	5%	M&P
Fixed stock and one 25 round magazine.										
PPS-42	7.62x25mm Tokarev (2d8+2/-4) or 7.63x25mm Mauser (2d8/-3)	Box:35:1	F B	40'	OB: Auto(F)	L	6.5	15	10%	M&P
Folding stock, permanent vertical foregrip, and two 35 round magazines. Uses PPSH magazines.										
PPSh-41	7.62x25mm Tokarev (2d8+2/-4) or 7.63x25mm Mauser (2d8/-3)	Box:35 71:1	F B	40'	OB: SL/Auto(F)	L	8.0	23	20%	M&P
Fixed stock and one 71 round magazine. Uses PPSH magazines.										
Sa vz. 48b	9x19mm (2d6/-2)	Box:24:1/40:3	F B	30'	SL/Auto(M)	M	7.2	15	5%	M&P
Folding stock and one 24 round magazine.										
Sten Mk II	9x19mm (2d6/-2)	Box:28 32:1	B	40'	OB: SL/Auto(S)	L	7.1	1	10%	M&P
Fixed Stock and two 32 round magazines. Uses Sten magazines.										

Table 49: Early Modern Sub-machine Guns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Suomi KP/-31	9x19mm (2d6/-2)	Box:20 36:1 Box:40 50:2/71:3	F B	40'	Auto(F)	L	10.1	15	5%	M&P
Fixed stock and one 50 round magazine.										
Thompson M1928A1	.45 ACP (3d4+2/-4)	Box:20 30:1 Box:50:2/100:4	F B	45'	OB: SL/Auto(F)	L	10.8	66	0%	M&P
Fixed stock, vertical foregrip, and two 20 round magazines. Uses Thompson magazines.										
Thompson M1	.45 ACP (3d4+2/-4)	Box:20 30:1	F B	45'	OB: SL/Auto(M)	L	10.6	60	5%	M&P
Fixed stock and two 20 round magazines. Uses Thompson magazines.										
Thompson M1A1	.45 ACP (3d4+2/-4)	Box:20 30:1	F B	45'	OB: SL/Auto(M)	L	10.6	65	5%	M&P
Fixed stock and two 20 round magazines. Uses Thompson magazines.										
Type 100 SMG	8x22mm Nambu (2d4/-1)	Box:30:1	F B	30'	OB: Auto(S)	L	8.0	5	5%	M&P
Fixed stock, bayonet lug, and one 30 round magazine.										
United Defense M42	9x19mm (2d6/-2)	Box:25:1	F B	45'	SL/Auto(M)	L	10.0	2	10%	M&P
Fixed stock, vertical foregrip, and two 25 round magazines.										

Table 50: Early Modern Sub-machine Guns, Cont

Late Industrial PDWs

All weapons listed here have a 75% Error range due to age, and must be cleaned, repaired, and oiled to remove said error range.

Late Industrial Machine Pistols

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Steyr M.12/P.16	9x23mm Steyr (2d6+3/-3)	Int:16	F B	30'	SL/Auto(F)	M	2.6	14	10%	M&P
Detachable stock.										

Table 51: Late Industrial Machine Pistols

Late Industrial Sub-Machine Guns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
MP-18.1	9x19mm (2d6/-2)	Box:20 30 50:1	F B	40'	OB: Auto(S)	L	9.2	22	5%	M&P
Fixed stock and two 20 round magazines.										
Thompson M1921	.45 ACP (3d4+2/-4)	Box:20 30:1/50:2/100:4	F B	45'	OB: SL/Auto(F)	L	10.8	60	5%	M&P
Fixed stock, vertical foregrip, and two 20 round magazines. Uses Thompson magazines. +1 Mastercraft.										
Thompson M1928	.45 ACP (3d4+2/-4)	Box:20 30:1/50:2/100:4	F B	45'	OB: SL/Auto(F)	L	10.8	55	5%	M&P
Fixed stock, vertical foregrip, and two 20 round magazines. Uses Thompson magazines. +1 Mastercraft.										

Table 52: Late Industrial Sub-Machine Guns

Rifles

“This is my rifle. There are many like it, but this one is mine. My rifle is my best friend. It is my life. I must master it as I must master my life. My rifle, without me, is useless. Without my rifle, I am useless. I must fire my rifle true. I must shoot straighter than my enemy who is trying to kill me. I must shoot him before he shoots me. I will.” —Excerpt from the Rifleman’s Creed

Rifles are split into categories by their size, accessories, actions, and use.

When selecting a rifle, a character should always consider many things, such as what the role they plan to play with that rifle, the ammunition type, caliber, and accessories they will take use of. Rifles are best complimented with a variety of upgrades, and should take full use of them. Rifles are less personal weapons, more utilitarian weapons that are used and employed when needed, and stowed away when not.

Modern Carbines

A carbine is a longarm similar to, but shorter than, a rifle. Many carbines are shortened versions of full rifles, firing the same ammunition at a lower velocity due to a shorter barrel length, and as such, the range for carbines is usually less than their rifle counterparts.

Cheap Modern Carbines

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
AKS-74U	5.45x39mm (4d4+2/-5)	Box:30:1/45:2/100:4	F B	65'	SL/Auto(M)	L	6.0	25	0%	M&P
Fixed folding stock, threaded barrel, patrol sling, bayonet (Survival Knife), and two 30 round magazines. Uses 5.45 AK magazines.										
ArmaLite AR-7	.22 Long Rifle (1d4/+0)	Box:8 10:1/15:2/20:3	B	55'	SL	M	2.6	13	5%	L
Synthetic stock and two 10 round magazines. Must be assembled to use, which takes 5 minutes.										
Calico Liberty 50	9x19mm (2d6/-2)	Box:50:3/100:4	F B	45'	SL	L	5.5	20	15%	L
Pistol grip and one 50 round magazine. Uses Calico Magazines. Can not use magazine clips.										
Calico Liberty 100	9x19mm (2d6/-2)	Box:50:3/100:4	F B	45'	SL	L	7.2	20	15%	L
Pistol grip and one 100 round magazine. Uses Calico Magazines. Can not use magazine clips.										
Henry Repeating Arms Lever	.22 Long Rifle (1d4/+0)	Int:15	F B	85'	Lever	L	5.3	19	0%	L
Fixed stock.										
Henry Repeating Arms Lever Mare’s Leg	.22 Long Rifle (1d4/+0)	Int:10	F B	55'	Lever	M	4.4	15	0%	L
Pistol Grip.										
Henry Repeating Arms Big Boy	.357 Magnum (3d4+3/-4)	Int:10	F B	80'	Lever	L	8.6	24	0%	L
Fixed stock. Not affected by Error Range from ammunition.										
Henry Repeating Arms Big Boy Mare’s Leg	.45 Long Colt (2d6+3/-3)	Int:7	F B	55'	Lever	M	5.8	24	0%	L
Pistol Grip. Not affected by Error Range from ammunition.										
Hi-Point 995	9x19mm (2d6/-2)	Box:10:1/20:2	F B	60'	SL	L	6.3	10	5%	L
Fixed stock and one 10 round magazine. Uses Hi-point 9mm magazines.										
Hi-Point 4095	.40 S&W (3d4/-3)	Box:10:1	F B	55'	SL	L	7.0	10	5%	L
Fixed stock and one 10 round magazine. Uses Hi-point .40 magazines.										
Hi-Point 4595	.45 ACP (3d4+2/-4)	Box:9:1/20:2	F B	55'	SL	L	7.0	11	5%	L
Fixed stock and one 9 round magazine. Uses Hi-point .45 magazines.										
Hi-Point 1095	10mm Auto (2d6+4/-4)	Box:10:1	F B	60'	SL	L	7.0	15	5%	L
Fixed stock and one 10 round magazine.										

Table 53: Cheap Modern Carbines

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Hi-Point 3895	.380 ACP (2d4/-1)	Box:10:1	F B	60'	SL	L	6.3	15	5%	L
Fixed stock and one 10 round magazine.										
Kel-Tec Sub 2000	9x19mm (2d6/-2)	Box:15 17 19:1/33:2	F B	50'	SL	M/L	4.0	15	5%	L
Fixed stock, breakdown frame, and one 15 round magazine. Uses Glock 26 magazines.										
Kel-Tec Sub 2000	9x19mm (2d6/-2)	Box:15 17:1/30:2/20:3	F B	50'	SL	M/L	4.0	15	5%	L
Fixed stock, breakdown frame, and one 15 round magazine. Uses 92FS magazines.										
Kel-Tec Sub 2000	9x19mm (2d6/-2)	Box:15 20:2	F B	50'	SL	M/L	4.0	15	5%	L
Fixed stock, breakdown frame, and one 15 round magazine. Uses P226 9mm magazines.										
Kel-Tec Sub 2000	9x19mm (2d6/-2)	Box:17:1/23:2	F B	50'	SL	M/L	4.0	15	5%	L
Fixed stock, breakdown frame, and one 17 round magazine. Uses M&P 9mm magazines.										
Kel-Tec Sub 2000	9x19mm (2d6/-2)	Box:16:1/19 25:2	F B	50'	SL	M/L	4.0	15	5%	L
Fixed stock, breakdown frame, and one 16 round magazine. Uses CZ 75 magazines.										
Kel-Tec Sub 2000	9x19mm (2d6/-2)	Box:15:2/21:2	F B	50'	SL	M/L	4.0	15	5%	L
Fixed stock, breakdown frame, and one 15 round magazine. Uses P320 9mm magazines.										
Kel-Tec Sub 2000	.40 S&W (3d4/-3)	Box:12:1/14:2	F B	50'	SL	M/L	4.0	15	5%	L
Fixed stock, breakdown frame, and one 12 round magazine. Uses CZ 75 .40 magazines.										
Kel-Tec Sub 2000	.40 S&W (3d4/-3)	Box:13 14:2/18:3	F B	50'	SL	M/L	4.0	15	5%	L
Fixed stock, breakdown frame, and one 13 round magazine. Uses P320 .40 magazines.										
Kel-Tec Sub 2000	.40 S&W (3d4/-3)	Box:11 13:1/15:2	F B	50'	SL	M/L	4.0	15	5%	L
Fixed stock, breakdown frame, and one 11 round magazine. Uses 96FS magazines.										
Kel-Tec Sub 2000	.40 S&W (3d4/-3)	Box:12 15:2	F B	50'	SL	M/L	4.0	15	5%	L
Fixed stock, breakdown frame, and one 12 round magazine. Uses P226 .40 magazines.										
Kel-Tec Sub 2000	.40 S&W (3d4/-3)	Box:15:1	F B	50'	SL	M/L	4.0	15	5%	L
Fixed stock, breakdown frame, and one 15 round magazine. Uses M&P .40 magazines.										
Kel-Tec Sub 2000	.40 S&W (3d4/-3)	Box:13 15 17 19 24:1/31:2	F B	50'	SL	M/L	4.0	15	5%	L
Fixed stock, breakdown frame, and one 13 round magazine. Uses Glock 27 magazines.										
Marlin 1894 CP	.357 Magnum (3d4+3/-4)	Int:7	F B	60'	Lever	L	6.5	22	0%	L
Fixed stock. Not affected by Error Range from ammunition.										
Marlin Camp Carbine	9x19mm (2d6/-2)	Box:15:1/20:2/30:5	F B	55'	SL	L	6.8	24	0%	L
Fixed stock and two 15 round magazines. Uses 6906 magazines.										
Marlin Camp Carbine	.45 ACP (3d4+2/-4)	Box:7 8 10:1	F B	50'	SL	L	6.8	24	0%	L
Fixed stock and two 7 round magazines. Uses 1911 magazines.										
M6 Scout	.410 Bore (3d4+1/-3) and .22 Long Rifle (1d4/+0)	Int:1Int:1	F B	25' 50'	Single	L	4.7	22	0%	L
Fixed stock. Not affected by Error Range from ammunition.										
Ruger Carbine 9	9x19mm (2d6/-2)	Box:15:1/20:2/30:3	F B	60'	SL	L	6.4	25	0%	L
Fixed stock and one 15 round magazine. Uses P89 magazines.										
Zastava M85	5.56x45mm (5d4/-5)	Box:20 30:1	F B	45'	SL/Auto(M)	L	7.7	24	0%	M&P
Folding stock, threaded barrel, and two 30 round magazines. Uses 5.56 AK magazines.										
Zastava M92	7.62x39mm (4d6+2/-6)	Box:10 20 30:1/40:2/75:5	F B	50'	SL/Auto(M)	L	7.7	25	0%	M&P
Folding stock, threaded barrel, and two 30 round magazines. Uses 7.62 AK magazines.										

Table 54: Cheap Modern Carbines, Cont

Mid-range Modern Carbines

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
9A-91	9x39mm (4d4+4/-6)	Box:20:2	F B O	40'	SL/Auto(F)	M	4.6	43	0%	M&P
Folding stock and one 20 round magazine.										
AK-102	5.56x45mm (5d4/-5)	Box:20 30:1	F B O	60'	SL/Auto(M)	L	6.6	30	0%	M&P
Fixed folding stock, threaded barrel, patrol sling, bayonet (Survival Knife), bayonet lug, and two 30 round magazines. Uses 5.56 AK magazines.										
AK-104	7.62x39mm (4d6+2/-6)	Box:10 20 30:1/40:2/75:5	F B O	55'	SL/Auto(M)	L	6.6	30	0%	M&P
Fixed folding stock, threaded barrel, patrol sling, bayonet (Survival Knife), bayonet lug, and two 30 round magazines. Uses 7.62 AK magazines.										
Beretta SCP 70/90	5.56x45mm (5d4/-5)	Box:5 10 20 30:1/100:8	F B O	55'	SL/3RB /Auto(M)	L	9.2	40	0%	M&P
Fixed stock, threaded barrel, and one 30 round magazine. Uses M16/AR-15 magazines.										
Beretta Cx4 Storm	9x19mm (2d6/-2)	Box:15 17:1/30:2/20:3	F B O IT	60'	SL	L	5.6	28	0%	L
Fixed stock and two 15 round magazines. Uses 92FS magazines.										
Beretta Cx4 Storm (Px4)	9x19mm (2d6/-2)	Box:17:2/20:3	F B O IT	60'	SL	L	5.6	28	0%	L
Fixed stock and two 17 round magazines. Uses Px4 9mm magazines.										
Beretta Cx4 Storm (Px4)	.40 S&W (3d4/-3)	Box:14 17:2	F B O IT	60'	SL	L	5.6	28	0%	L
Fixed stock and two 14 round magazines. Uses Px4 .40 magazines.										
Beretta Cx4 Storm (8045)	.45 ACP (3d4+2/-4)	Box:8:1	F B O IT	55'	SL	L	5.6	28	0%	L
Fixed stock and two 8 round magazines. Uses 8045 magazines.										
Beretta Cx4 Storm (Px4)	.45 ACP (3d4+2/-4)	Box:9 10:2	F B O IT	55'	SL	L	5.6	28	0%	L
Fixed stock and two 9 round magazines. Uses Px4 .45 magazines.										
Daewoo KIA1 Carbine	5.56x45mm (5d4/-5)	Box:5 10 20 30:1/100:8	F B	60'	SL/Auto(F)	L	6.3	45	0%	M&P
Folding stock, threaded barrel, and one 30 round magazine. Uses M16/AR-15 magazines.										
FN FAL 50.63	7.62x51mm (5d6/-6)	Box:10:1/20:2/30:3	F B	65'	SL/Auto(M)	L	8.4	45	0%	M&P
Fixed folding stock, threaded barrel, and one 20 round magazine. Uses FAL magazines.										
Henry Repeating Arms Big Boy	.44 Magnum (3d6/-4) or .44 Special (1d6+6/-4)	Int:10	F B	80'	Lever	L	8.6	29	0%	L
Fixed stock. Not affected by Error Range from ammunition.										
Henry Repeating Arms Big Boy	.45 Long Colt (2d6+3/-3)	Int:10	F B	85'	Lever	L	8.6	29	0%	L
Fixed stock. Not affected by Error Range from ammunition.										
Henry Repeating Arms Big Boy	.327 Fed Mag (2d6+1/-2) or .32 H&R Magnum or .32 S&W Long (1d4+1/+0)	Int:10	F B	85'	Lever	L	8.6	38	0%	L
Fixed stock. Not affected by Error Range from ammunition.										
Henry Repeating Arms Octagon	.22 WMR (2d4+2/-2)	Int:12	F B	85'	Pump	L	8.6	38	0%	L
Fixed stock.										
H&K USC	.45 ACP (3d4+2/-4)	Box:10:1	F B O	55'	SL	L	5.9	45	0%	L
Fixed stock and two 10 round magazines.										

Table 55: Mid-range Modern Carbines

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
H&K HK53	5.56x45mm (5d4/-5)	Box:25:2/30:3/40:4	F B	45'	SL/3RB /Auto(M)	M	6.7	45	0%	M&P
Folding stock, threaded barrel and one 25 round magazine. Uses HK33 magazines.										
IMI Uzi Carbine	9x19mm (2d6/-2)	Box:20 25 32:1/50:2	F B	45'	SL	L	8.0	45	0%	L
Fixed folding stock and one 20 round magazine. Uses Uzi magazines.										
Kel-Tec SU-16D	5.56x45mm (5d4/-5)	Box:5 10 20 30:1/100:8	F B O IT	55'	SL	L	4.7	40	5%	L
Folding stock, threaded barrel, and one 20 round magazine. Uses M16/AR-15 magazines.										
Norinco QBZ Type 95 Carbine	5.8x42mm (5d4/-5)	Box:30:3/75:10	F B	75'	SL/Auto(F)	L	6.4	40	0%	M&P
Permanent fixed stock and three 30 round magazines. Uses QBZ magazines.										
Remington Model 750 Carbine	7.62x51mm (5d6/-6)	Box:5:1/10:2	F B	55'	SL	L	7.3	33	0%	L
Fixed stock and one 5 round magazine.										
Remington Model 750 Carbine	.30-06 Springfield (6d6/-8)	Box:5:1/10:2	F B	65'	SL	L	7.3	33	0%	L
Fixed stock and one 5 round magazine.										
Ruger Carbine 4	.40 S&W (3d4/-3)	Box:10:1	F B	55'	SL	L	6.4	26	0%	L
Fixed stock and one 10 round magazine.										
Stoner 63A Carbine	5.56x45mm (5d4/-5)	Box:20 30:1	F B O	60'	SL/Auto(F)	L	8.0	38	0%	M&P
Fixed folding stock, bayonet lug, threaded barrel, bayonet lug, and one 30 round magazine. Uses Stoner 63 magazines.										
vz. 58 V Compact	7.62x39mm (4d6+2/-6)	Box:10 20 30:1	F B	45'	SL/ Auto(F)	L	5.3	35	0%	M&P
Folding stock, patrol sling, bayonet lug, stripper clip guide, and four 20 round magazines. Uses vz. 58 magazines.										
Ruger PC Charger	9x19mm (2d6/-2)	Box:10 17:1	F B O	60'	SL	M	5.2	35	0%	L
Breakdown frame, pistol grip, threaded barrel and one 17 round magazine. Uses SR9c magazines.										
Ruger PC Charger	9x19mm (2d6/-2)	Box:10 12 15 17 19 27:1/33:2	F B O	60'	SL	M	5.2	35	0%	L
Breakdown frame, pistol grip, threaded barrel and one 10 round magazine. Uses Glock 26 magazines.										
SKS M	7.62x39mm (4d6+2/-6)	Box:10 20 30:1/40:2/75:5	F B	55'	SL	L	8.5	30	0%	L
Fixed stock, stripper clip guide, and one 10 round magazine. Uses 7.62 AK magazines.										
S&W M&P FPC	9x19mm (2d6/-2)	Box:17:1/23:2	F B O IT	55'	SL	L	5.1	33	0%	L
Fixed stock, breakdown frame, threaded barrel, one 17 round magazine and two 23 round magazines. Two magazines can be stored in the stock. Uses M&P 9mm magazines.										

Table 56: Mid-range Modern Carbines, Cont

Expensive Modern Carbines

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Big Horn Armory Model 89 Carbine	.500 S&W Mag (7d6/-9) or .500 S&W Spc (5d6+4/-8)	Int:7	F B	65'	Lever	L	7.6	125	0%	L
Fixed stock. Not affected by Error Range from ammunition. +3 Grandmastercraft.										
Bushmaster Carbon 15 9mm Carbine	9x19mm (2d6/-2)	Box:30:1	F B O	60'	SL	L	5.7	50	0%	L
Synthetic stock, patrol sling, threaded barrel, and one 30 round magazine. +1 Mastercraft. This weapon is compatible with AR-15 building.										
Colt 6920	5.56x45mm (5d4/-5)	Box:5 10 20 30:1 Box:100:8	F B O 4T	70'	SL	L	6.3	45	0%	L
Synthetic stock, patrol sling, bayonet lug, threaded barrel, and one 30 round magazine. Uses M16/AR-15 Magazines. This weapon is compatible with AR-15 building.										
Colt M4	5.56x45mm (5d4/-5)	Box:5 10 20 30:1 Box:100:8	F B O 4T	70'	SL/3RB	L	6.3	58	0%	R
Synthetic stock, patrol sling, bayonet lug, threaded barrel, and one 30 round magazine. Uses M16/AR-15 Magazines. This weapon is compatible with AR-15 building.										
Colt M4A1	5.56x45mm (5d4/-5)	Box:5 10 20 30:1 Box:100:8	F B O 4T	70'	SL/Auto(F)	L	6.3	58	0%	M&P
Synthetic stock, patrol sling, bayonet lug, threaded barrel, and one 30 round magazine. Uses M16/AR-15 Magazines. This weapon is compatible with AR-15 building.										
FN PS90	5.7x28mm (3d4-1/-3)	Box:30:1/50:2	F B	70'	SL	L	6.3	50	0%	L
Permanent fixed stock and one 50 round magazine. Uses P90 magazines.										
FN SCAR-H CQB	7.62x51mm (5d6/-6)	Box:20:2	F B O 3T	70'	SL/Auto(M)	L	7.7	80	0%	M&P
Fixed folding stock, threaded barrel, and one 20 round magazine. Uses .308 SCAR magazines. +1 Mastercraft.										
FN SCAR-L CQB	5.56x45mm (5d4/-5)	Box:5 10 20 30:1 Box:100:8	F B O 3T	75'	SL/Auto(M)	L	6.7	80	0%	M&P
Fixed folding stock, threaded barrel, and one 30 round magazine. Uses M16/AR-15 magazines. +1 Mastercraft.										
FN SCAR PDW	5.56x45mm (5d4/-5)	Box:5 10 20 30:1 Box:100:8	F B O 3T	55'	SL/Auto(M)	M	5.6	72	0%	M&P
Fixed folding stock, threaded barrel, and one 30 round magazine. Uses M16/AR-15 magazines. +1 Mastercraft.										
FN FNC Carbine	5.56x45mm (5d4/-5)	Box:5 10 20 30:1 Box:100:8	F B O	60'	SL/3RB/Auto(M)	L	8.2	50	0%	M&P
Fixed folding stock, patrol sling, threaded barrel, and two 30 round magazines. Uses M16/AR-15 magazines.										
H&K G36K	5.56x45mm (5d4/-5)	Box:30:2/100:6	F B O	(70') 105'	SL/Auto(M)	L	7.3	55	0%	M&P
Fixed folding stock, patrol sling, permanent advanced combat sight (3x), threaded barrel, and two 30 round magazines. Uses G36 magazines.										
H&K G36C	5.56x45mm (5d4/-5)	Box:30:2/100:6	F B O	55'	SL/Auto(M)	L	6.5	59	0%	M&P
Folding stock, patrol sling, threaded barrel, and two 30 round magazines. Uses G36 magazines.										
H&K G11	4.73x33mm (4d4+1/-4)	See Text	O	80'	SL/3RB/Auto(M)	L	9.5	800	0%	M&P
The G11 uses pre-packed magazines with 50 round FMJ rounds, that must be purchased for 6 WP per magazine. This firearm can store two spare magazines on the gun. Permanent synthetic stock, bayonet lug, standard laser sight, patrol sling, 1x advanced combat sight, and three 50 round magazines. +1 Mastercraft. When using the 3r burst fire feature, there is no Caliber Recoil penalty for the attack.										
H&K HK33KA3	5.56x45mm (5d4/-5)	Box:25:2/30:3/40:4	F B	60'	SL/3RB/Auto(M)	L	8.6	50	0%	M&P
Fixed stock and one 30 round magazine. Uses HK33 magazines.										
OTs-14 "Groza"	9x39mm (4d4+4/-6)	Box:20:2/30:3	F B O	40'	SL/Auto(M)	M	5.9	52	0%	M&P
Permanent fixed stock, threaded barrel, and one 30 round magazine. Uses VSS magazines.										
OTs-14-1A "Groza-1"	7.62x39mm (4d6+2/-6)	Box:10 20 30:1 Box:40:2/75:5	F B O	50'	SL/Auto(M)	L	5.9	59	0%	M&P
Permanent Fixed stock, threaded barrel, and one 30 round magazines. Uses 7.62 AK magazines.										

Table 57: Expensive Modern Carbines

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
IMBEL IA2 7.62 Carbine	7.62x51mm (5d6/-6)	Box:10:1/20:2/30:3	F B O 4T	70'	SL/Auto(M)	L	8.3	60	0%	M&P
Fixed folding stock, threaded barrel, and one 20 round magazine. Uses FAL magazines.										
IMBEL IA2 5.56 Carbine	5.56x45mm (5d4/-5)	Box:5 10 20 30:1 Box:100:8	F B O 4T	55'	SL/Auto(M)	L	7.5	60	0%	M&P
Fixed folding stock, threaded barrel, and one 30 round magazine. Uses M16/AR-15 magazines.										
IMI Galil ACE 21	5.56x45mm (5d4/-5)	Box:35:2/50:4	F B O 4T	65'	SL/Auto(M)	L	6.1	63	0%	M&P
Folding stock, threaded barrel, and two 35 round magazines. Uses 5.56 Galil magazines.										
IMI Galil ACE 31	7.62x39mm (4d6+2/-6)	Box:10 20 30:1 Box:40:2/75:5	F B O 4T	60'	SL/Auto(M)	L	6.5	75	0%	M&P
Folding stock, threaded barrel, and two 30 round magazines. Uses 7.62 AK magazines.										
IMI Galil MAR	5.56x45mm (5d4/-5)	Box:35:2/50:4	F B	70'	SL/Auto(M)	L	6.6	62	0%	M&P
Fixed folding stock, threaded barrel, and two 35 round magazines. Uses 5.56 Galil magazines.										
IMI Galil MAR	7.62x51mm (5d6/-6)	Box:25:2	F B	70'	SL/Auto(M)	L	6.5	64	0%	M&P
Fixed folding stock, threaded barrel, and two 25 round magazines. Uses 7.62 Galil magazines.										
IMI Tavor CTAR-21	5.56x45mm (5d4/-5)	Box:5 10 20 30:1 Box:100:8	F B O	75'	SL/Auto(F)	L	7.0	70	0%	M&P
Permanent fixed stock, threaded barrel, and two 30 round magazines. Uses M16/AR-15 magazines.										
IMI Tavor X95	See Text	Box:5 10 20 30:1	F B O 1T	65'	SL/Auto(F)	L	7.1	80	0%	M&P
This firearm can be purchased in one of the following calibers: 5.56x45mm (5d4/-5) or .300 AAC BLK (4d6/-5) Permanent fixed stock, threaded barrel, and two 30 round magazines. Uses M16/AR-15 magazines.										
IMI Tavor X95-R	5.45x39mm (4d4+2/-5)	Box:30:1	F B O 1T	65'	SL/Auto(F)	L	7.1	80	0%	M&P
Permanent fixed stock, threaded barrel, and two 30 round magazines.										
IMI Magal	.30 Carbine (3d6+1/-4)	Box:15 30:1	F B O	60'	SL/Auto(F)	L	5.9	62	0%	M&P
Fixed folding stock, threaded barrel, and two 30 round magazines. Uses M1 Carbine magazines.										
Kel-Tec RFB Carbine	7.62x51mm (5d6/-6)	Box:10:1/20:2/30:3	F B O	45'	SL	L	8.0	70	0%	L
Permanent fixed stock and one 20 round magazine. Uses FAL magazines.										
L22 Carbine	5.56x45mm (5d4/-5)	Box:5 10 20 30:1 Box:100:8	F B O	75'	SL/Auto(F)	L	9.7	55	0%	M&P
Permanent fixed stock, red dot sight, permanent vertical foregrip, and one 30 round magazine. Uses M16/AR-15 magazines.										
RRA LAR-6.8 CAR A2	6.8mm SPC (5d4+3/-6)	Box:10 20:2/30:4	F B	65'	SL	L	6.4	60	0%	L
Fixed stock and one 10 round magazine. Uses 6.8 AR magazines. This weapon is compatible with AR-15 building.										
RRA LAR-6.8 CAR A4	6.8mm SPC (5d4+3/-6)	Box:10 20:2/30:4	F B O	65'	SL	L	6.6	65	0%	L
Synthetic stock and one 10 round magazine. Uses 6.8 AR magazines. This weapon is compatible with AR-15 building.										
SIG SG 551	5.56x45mm (5d4/-5)	Box:5 20:1/30:2	F B	70'	SL/3RB/Auto(F)	L	7.5	68	0%	M&P
Fixed folding stock and one 20 round magazine. Uses SIG magazines.										
SIG SG 552 Commando	5.56x45mm (5d4/-5)	Box:5 20:1/30:2	F B	65'	SL/3RB/Auto(F)	L	7.1	70	0%	M&P
Fixed folding stock and one 20 round magazine. Uses SIG magazines.										
Steyr AUG Carbine	5.56x45mm (5d4/-5)	Box:30:3/42:4	F B	(65') 100'	SL/Auto(F)	L	7.3	100	0%	M&P
Permanent fixed stock, permanent 3x telescopic sight, and one 30 round magazine. Uses AUG magazines. +1 Mastercraft.										
SR-3M "Vikhr"	9x39mm (4d4+4/-6)	Box:20:2/30:3	F B O	40'	SL/Auto(F)	M	7.0	52	0%	M&P
Folding stock, vertical foregrip, and one 30 round magazine. Uses VSS magazines.										

Table 58: Expensive Modern Carbines, Cont

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Towner Model 500	.500 S&W Mag (7d6/-9) or .500 S&W Spc (5d6+4/-8)	Int:6	F B	60'	Pump	L	7.6	110	0%	L
Fixed stock. Not affected by Error Range from ammunition. +3 Grandmastercraft.										
EM-2 Paratrooper Carbine	.280 British (4d6+3/-6)	Box:10 20:1/25:2/50:5	F B O	(75') 95'	SL/Auto(M)	L	7.4	52	0%	M&P
Permanent Fixed stock, 1.5x Advanced Combat Sight, and one 20 round magazine. Uses EM-2 magazines. This weapon was created by Blackghost										
FN FAL 50.63 .280 British	.280 British (4d6+3/-6)	Box:10:1/20:2	F B	70'	SL/Auto(M)	L	7.8	48	0%	M&P
Fixed folding stock, threaded barrel, and one 20 round magazine. Uses .280 FAL magazines. This weapon was created by Blackghost										
FN SCAR-H CQB .280 British	.280 British (4d6+3/-6)	Box:20:3	F B O 3T	75'	SL/Auto(M)	L	6.8	80	0%	M&P
Fixed folding stock, threaded barrel, and one 20 round magazine. Uses .280 SCAR magazines. +1 Mastercraft. This weapon was created by Blackghost										
Colt XM-177E2 Carbine	5.56x45mm (5d4/-5)	Box:5 10 20 30:1/100:8	F B	65'	SL/Auto(F)	L	5.3	58	0%	M&P
Synthetic stock, muzzle brake, patrol sling, threaded barrel and two 20 round magazines. Uses M16/AR-15 Magazines. This weapon was created by Blackghost										
Colt Model 607 Carbine	5.56x45mm (5d4/-5)	Box:5 10 20 30:1/100:8	F B	65'	SL/Auto(F)	L	5.3	58	0%	M&P
Fixed Folding stock, muzzle brake, patrol sling, threaded barrel and two 20 round magazines. Uses M16/AR-15 Magazines. This weapon was created by Blackghost										
Colt Model 608 Pilot Survival Carbine	5.56x45mm (5d4/-5)	Box:5 10 20 30:1/100:8	F B	45'	SL/Auto(F)	L	5.1	58	0%	M&P
Fixed stock, breakdown frame, muzzle brake, patrol sling, threaded barrel and four 20 round magazines. Uses M16/AR-15 Magazines. Arrives in a day pack. This weapon was created by Blackghost										
H&K 416A5 Carbine	5.56x45mm (5d4/-5)	Box:5 10 20 30:1/100:8	F B O 4T	70'	SL/Auto(F)	L	8.0	81	0%	M&P
Synthetic stock, patrol sling, threaded barrel and two 30 round magazines. Uses M16/AR-15 Magazines. +1 Mastercraft. This weapon was created by Blackghost										
H&K 416C Carbine	5.56x45mm (5d4/-5)	Box:5 10 20 30:1/100:8	F B O 4T	55'	SL/Auto(F)	L	8.0	90	0%	M&P
Folding stock, vertical foregrip, threaded barrel and two 30 round magazines. Uses M16/AR-15 Magazines. +1 Mastercraft. This weapon was created by Blackghost										
H&K 417A2 Carbine	7.62x51mm (5d6/-6)	Box:5 10:2/20:3	F B O 4T	80'	SL/Auto(M)	L	8.8	93	0%	M&P
Synthetic stock, patrol sling, threaded barrel and two 20 round magazines. Uses HK-417 Magazines. +1 Mastercraft. This weapon was created by Blackghost										
SIG MCX Carbine	.300 AAC BLK (4d6/-5)	Box:5 10 20 30:1 Box:100:8	F B O 4T	65'	SL/Auto(F)	L	6.3	95	0%	M&P
Folding Stock, Lvl 4 high quality suppressor, and two 30 round magazines. This weapon is built from a kit, where any .300 MCX can be constructed using the kit, but only one at a time. This change takes 15 minutes. +2 to Stealth to hide weapon. Uses M16/AR-15 magazines.										
SIG MCX Carbine	5.56x45mm (5d4/-5)	Box:5 10 20 30:1 Box:100:8	F B O 4T	65'	SL/Auto(F)	L	6.3	95	0%	M&P
Folding Stock, Lvl 5 high quality suppressor, and two 30 round magazines. This weapon is built from a kit, where any 5.56 MCX can be constructed using the kit, but only one at a time. This change takes 15 minutes. +2 to Stealth to hide weapon. Uses M16/AR-15 magazines.										

Table 59: Expensive Modern Carbines, Cont

Modern Assault, Battle, and Target Rifles

An assault rifle is an automatic rifle that Uses an intermediate cartridge and a detachable magazine. Assault rifles are the standard infantry weapons in most modern armies. Assault rifles are categorized in between light machine guns, which are intended more for sustained automatic fire in a light support role, and sub-machine guns, which fire a pistol cartridge rather than a rifle cartridge.

A battle rifle is a military service rifle that fires a full power rifle cartridge.

Target rifles are semi-automatic rifles that use a varying degrees of cartridges, from the lighter assault rifle cartridges, to the heavier battle rifle cartridges. Target rifles may retain and appear to be exactly like assault and battle rifles, even down to having part and magazine compatibility, but target rifles have a semi-automatic rate of fire only.

Assault rifles, battle rifles, and target rifles go well with a multitude of upgrades based on their use, and can take advantage of a wide variety of upgrades.

Cheap Modern Assault, Battle, and Target Rifles

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
AK-47	7.62x39mm (4d6+2/-6)	Box:10 20 30:1/40:2/75:5	F B	70'	SL/ Auto(M)	L	7.9	20	0%	M&P
Fixed stock, threaded barrel, patrol sling, bayonet (survival knife), bayonet lug, and two 30 round magazines. Uses 7.62 AK magazines.										
AKS-47	7.62x39mm (4d6+2/-6)	Box:10 20 30:1/40:2/75:5	F B	70'	SL/ Auto(M)	L	7.2	20	0%	M&P
Folding stock, threaded barrel, patrol sling, bayonet (survival knife), bayonet lug, and two 30 round magazines. Uses 7.62 AK magazines.										
AK-74	5.45x39mm (4d4+2/-5)	Box:30:1/45:2/75 100:4	F B	75'	SL/ Auto(M)	L	7.3	25	0%	M&P
Fixed stock, threaded barrel, patrol sling, bayonet (survival knife), bayonet lug, and two 30 round magazines. Uses 5.45 AK magazines.										
AKS-74	5.45x39mm (4d4+2/-5)	Box:30:1/45:2/75 100:4	F B	75'	SL/ Auto(M)	L	7.3	25	0%	M&P
Fixed folding stock, threaded barrel, patrol sling, bayonet (survival knife), bayonet lug, and two 30 round magazines. Uses 5.45 AK magazines.										
AKM	7.62x39mm (4d6+2/-6)	Box:10 20 30:1/40:2/75:5	F B	70'	SL/ Auto(M)	L	7.7	28	0%	M&P
Fixed stock, threaded barrel, patrol sling, bayonet (survival knife), bayonet lug, and two 30 round magazines. Uses 7.62 AK magazines.										
AKMS	7.62x39mm (4d6+2/-6)	Box:10 20 30:1/40:2/75:5	F B	70'	SL/ Auto(M)	L	7.0	28	0%	M&P
Folding stock, threaded barrel, patrol sling, bayonet (survival knife), bayonet lug, and two 30 round magazines. Uses 7.62 AK magazines.										
AK-101	5.56x45mm (5d4/-5)	Box:20 30:1	F B O	80'	SL/ Auto(M)	L	8.5	30	0%	M&P
Fixed folding stock, threaded barrel, patrol sling, bayonet (survival knife), bayonet lug, and two 30 round magazines. Uses 5.56 AK magazines.										
AK-103	7.62x39mm (4d6+2/-6)	Box:10 20 30:1/40:2/75:5	F B O	70'	SL/ Auto(M)	L	7.5	30	0%	M&P
Fixed folding stock, threaded barrel, patrol sling, bayonet (survival knife), bayonet lug, and two 30 round magazines. Uses 7.62 AK magazines.										
ArmaLite AR-18	5.56x45mm (5d4/-5)	Box:20 30:1/40:2	F B O	80'	SL/ Auto(M)	L	7.0	23	0%	M&P
Fixed folding stock, bayonet lug, patrol sling, and one 20 round magazine.										
Baikal MP-94 Express Double Rifle	See Text	Int:1 Int:1	F B	65'	OxU: Sin- gle/Doubl	L	7.5	15	0%	L
Fixed stock. Not affected by Error Range from ammunition. This firearm can be purchased in one of the following calibers: 5.56x45mm (5d4/-5), 7.62x51mm (5d6/-6) or .30-06 Springfield (6d6/-8).										
Baikal MP-221 Double Rifle	See Text	Int:1 Int:1	F B	75'	SxS: Sin- gle/Doubl	L	7.5	15	0%	L
Fixed stock. Not affected by Error Range from ammunition. This firearm can be purchased in one of the following calibers: 45-70 Government (3d10/-6) or .30-06 Springfield (6d6/-8).										
Century Arms AK-47	7.62x39mm (4d6+2/-6)	Box:10 20 30:1/40:2/75:5	F B	80'	SL	L	7.7	28	0%	L
Fixed stock, threaded barrel, patrol sling, bayonet lug, and two 30 round magazines. Uses 7.62 AK magazines.										
Marlin Model 336C	.30-30 Winchester (4d6+1/-5)	Int:6	F B	95'	Lever	L	7.0	28	0%	L
Fixed stock. Not affected by Error Range from ammunition.										
Marlin Model 1895GBL	.45-70 Government (3d10/-6)	Int:6	F B	75'	Lever	L	7.0	30	0%	L
Fixed stock. Not affected by Error Range from ammunition.										

Table 60: Cheap Modern Assault, Battle, and Target Rifles

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Marlin Model 1895	.45-70 Government (3d10/-6)	Int:4	F B	75'	Lever	L	7.0	25	0%	L
Fixed stock. Not affected by Error Range from ammunition.										
Remington Model 572	.22 Long Rifle (1d4/+0)	Int:15	F B	85'	Pump	L	5.0	26	0%	L
Fixed stock.										
Remington Model 597	.22 Long Rifle (1d4/+0)	Box:10:1/30:2	F B	70'	SL	L	5.0	10	0%	L
Fixed stock and one 10 round magazine.										
Remington Model 597	.22 WMR (2d4+2/-2)	Box:10:1/30:2	F B	75'	SL	L	5.0	11	0%	L
Fixed stock and one 10 round magazine.										
Remington Model 7600	See Text	Box:4:1/10:2	F B	95'	Pump	L	7.5	25	0%	L
This firearm can be purchased in one of the following calibers: .243 Winchester (4d6+2/-6), 7.62x51mm (5d6/-6) or .30-06 Springfield (6d6/-8). Fixed stock and one 4 round magazine. Not affected by Error Range from ammunition.										
Remington Model 7600P	5.56x45mm (5d4/-5)	Box:5 10 20 30:1/100:8	F B	80'	Pump	L	8.0	30	0%	L
Fixed stock and one 5 round magazine. Not affected by Error Range from ammunition. Uses M16/AR-15 magazines										
RK-62	7.62x39mm (4d6+2/-6)	Box:10 20 30:1/40:2/75:5	F B	70'	SL/ Auto(M)	L	7.9	30	0%	M&P
Fixed stock, threaded barrel, patrol sling, bayonet lug, and two 30 round magazines. Uses 7.62 AK magazines.										
Rossi Lever Carbine	.454 Casull (3d6+5/-6)	Int:10	F B	70'	Lever	L	7.0	26	0%	L
Fixed stock. Not affected by Error Range from ammunition.										
Rossi Lever Carbine	.45 Long Colt (2d6+3/-3)	Int:8	F B	70'	Lever	L	4.8	26	0%	L
Fixed stock. Not affected by Error Range from ammunition.										
Rossi Lever Carbine	.357 Magnum (3d4+3/-4) or .38 Special (2d4+1/-1)	Int:10	F B	70'	Lever	L	7.0	26	0%	L
Fixed stock. Not affected by Error Range from ammunition.										
Ruger Mini-14	5.56x45mm (5d4/-5)	Box:5 10 20:1/30:2/100:5	F B	80'	SL	L	6.4	27	0%	L
Fixed stock and one 10 round magazine. Uses Mini-14 magazines.										
Ruger Mini-30	7.62x39mm (4d6+2/-6)	Box:5 10 20:1/30:2	F B	80'	SL	L	6.8	22	0%	L
Fixed stock and one 10 round magazine. Uses Mini-30 magazines.										
Ruger 10/22	.22 Long Rifle (1d4/+0)	Box:10 25 30:1/50:4	F B	75'	SL	L	5.0	12	0%	L
Fixed stock and one 10 round magazine. Uses 10/22 magazines.										
Ruger 10/22 Magnum	.22 WMR (2d4+2/-2)	Box:9:1/15:2/25:3	F B	85'	SL	L	5.0	16	0%	L
Fixed stock and two 9 round magazine. Uses 10/22 Magnum magazines.										
Ruger 10/17 Magnum	.17 HMR (1d4+2/-1)	Box:9:1/15:2/25:3	F B	80'	SL	L	5.0	16	0%	L
Fixed stock and two 9 round magazine. Uses 10/22 Magnum magazines.										
Saiga 7.62	7.62x39mm (4d6+2/-6)	Box:5 10 15:1/20:2/30:3	F B	65'	SL	L	8.3	23	0%	L
Fixed stock and one 5 round magazine.										
Saiga .223	5.56x45mm (5d4/-5)	Box:5 10 15:1/20 30:2	F B	70'	SL	L	8.2	25	0%	L
Fixed stock and one 5 round magazine.										
Saiga 5.45	5.45x39mm (4d4+2/-5)	Box:5 10 15:1/20 30:2	F B	75'	SL	L	8.2	22	0%	L
Fixed stock and one 5 round magazine.										
Saiga 308	7.62x51mm (5d6/-6)	Box:5 10 15:1/20 25:2	F B	90'	SL	L	8.4	22	0%	L
Fixed stock and one 5 round magazine.										
Saiga 30-06	.30-06 Springfield (6d6/-8)	Box:3 10:1	F B	90'	SL	L	8.8	30	0%	L
Fixed stock and one 3 round magazine.										
SKS-45	7.62x39mm (4d6+2/-6)	Int:10	F B	70'	SL	L	8.5	11	0%	L
Fixed stock, stripper clip guide, and a folding bayonet (Survival Knife).										
Taurus Thunderbolt	.45 Long Colt (2d6+3/-3)	Int:14	F B	80'	Pump	L	8.0	26	0%	L
Fixed stock.										

Table 61: Cheap Modern Assault, Battle, and Target Rifles, Cont

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
vz. 58 V	7.62x39mm (4d6+2/-6)	Box:10 20 30:1	F B	65'	SL/ Auto(F)	L	6.8	20	0%	M&P
Folding stock, patrol sling, bayonet lug, stripper clip guide, and four 30 round magazines. Uses vz. 58 magazines.										
WASR-10/63	7.62x39mm (4d6+2/-6)	Box:10 20 30:1/40:2/75:5	F B	70'	SL	L	8.8	21	10%	L
Fixed stock, bayonet lug, threaded barrel, and two 10 round magazines. Uses 7.62 AK magazines.										
Valmet Model 412	See Text	Int:1	F B O	85'	Single	L	7.3	30	0%	L
	See Text	Int:1								
The top barrel of this firearm can be purchased in one of the following calibers: .30-06 Springfield (6d6/-8) or 7.62x51mm (5d6/-6)										
The bottom barrel of this firearm can be purchased in one of the following calibers: .30-06 Springfield (6d6/-8), 7.62x51mm (5d6/-6) or 12 Gauge (5d6/-6). Fixed stock. Not affected by Error Range from ammunition.										

Table 62: Cheap Modern Assault, Battle, and Target Rifles, Cont

Mid-range Modern Assault, Battle, and Target Rifles

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
AK-12	5.45x39mm (4d4+2/-5)	Box:30:1/45:2/75 100:4	F B O 4T	80'	SL/2RB/Auto(F)	L	7.3	48	0%	M&P
Folding stock, bayonet lug, bayonet(survival knife), threaded barrel, and two 30 round magazines. Uses 5.45 AK magazines.										
AK-15	7.62x39mm (4d6+2/-6)	Box:10 20 30:1/40:2/75:5	F B O 4T	70'	SL/2RB/ Auto(F)	L	7.3	49	0%	M&P
Folding stock, threaded barrel, patrol sling, bayonet(survival knife), bayonet lug, and two 30 round magazines. Uses 7.62 AK magazines.										
AK-105	5.45x39mm (4d4+2/-5)	Box:30:1/45:2/75 100:4	F B O	80'	SL/Auto(M)	L	6.6	32	0%	M&P
Fixed stock, bayonet lug, bayonet(survival knife), threaded barrel, and two 30 round magazines. Uses 5.45 AK magazines.										
ArmaLite AR-10	7.62x51mm (5d6/-6)	Box:10 20:1/25:2/50:5	F B O	80'	SL/Auto(M)	L	8.5	60	0%	M&P
Fixed stock, threaded barrel, bayonet lug, and one 20 round magazine. Uses AR-10 magazines.										
ArmaLite AR-15	5.56x45mm (5d4/-5)	Box:5 10 20 30:1/100:8	F B O	80'	SL	L	7.0	50	0%	L
Fixed stock, threaded barrel, bayonet lug, and one 30 round magazine. Uses M16/AR-15 magazines.										
AS Val	9x39mm (4d4+4/-6)	Box:10:1/20:2/30:3	F B O	65'	SL/Auto(F)	L	5.5	50	0%	M&P
Fixed stock, permanent lvl. 4 high quality suppressor, and one 20 round magazine. Uses VSS magazines.										
Beretta AR 70/90	5.56x45mm (5d4/-5)	Box:5 10 20 30:1/100:8	F B O	70'	SL/3RB/Auto(M)	L	8.9	45	0%	M&P
Fixed stock, threaded barrel, and one 30 round magazine. Uses M16/AR-15 magazines.										
Browning BLR	.30-06 Springfield (6d6/-8)	Box:4:3	F B	90'	Lever	L	7.3	48	0%	L
Fixed stock and one 4 round magazine. Not affected by Error Range from ammunition. +2 Mastercraft.										
Browning BLR	.300 Win Mag (7d6/-9)	Box:3:3	F B	95'	Lever	L	7.8	48	0%	L
Fixed stock and one 3 round magazine. Not affected by Error Range from ammunition. +2 Mastercraft.										
Browning BLR	.243 Winchester (4d6+2/-6)	Box:4:3	F B	75'	Lever	L	6.5	48	0%	L
Fixed stock and one 4 round magazine. Not affected by Error Range from ammunition. +2 Mastercraft.										
Browning BLR	7.62x51mm (5d6/-6)	Box:4:3	F B	90'	Lever	L	6.5	48	0%	L
Fixed stock and one 4 round magazine. Not affected by Error Range from ammunition. +2 Mastercraft.										
Browning BLR	5.56x45mm (5d4/-5)	Box:5:3	F B	85'	Lever	L	6.8	48	0%	L
Fixed stock and one 5 round magazine. Not affected by Error Range from ammunition. +2 Mastercraft.										
Colt M16A1	5.56x45mm (5d4/-5)	Box:5 10 20 30:1/100:8	F B	80'	SL/Auto(F)	L	7.7	50	0%	M&P
Fixed stock, threaded barrel, bayonet lug, and one 30 round magazine. Uses M16/AR-15 magazines. This weapon is compatible with AR-15 building.										
Colt M16A2	5.56x45mm (5d4/-5)	Box:5 10 20 30:1/100:8	F B	80'	SL/3RB	L	7.7	52	0%	R
Fixed stock, threaded barrel, bayonet lug, and one 30 round magazine. Uses M16/AR-15 magazines. This weapon is compatible with AR-15 building.										
Colt M16A3	5.56x45mm (5d4/-5)	Box:5 10 20 30:1/100:8	F B O	80'	SL/Auto(F)	L	7.9	55	0%	M&P
Fixed stock, threaded barrel, bayonet lug, and one 30 round magazine. Uses M16/AR-15 magazines. This weapon is compatible with AR-15 building.										
Colt M16A4	5.56x45mm (5d4/-5)	Box:5 10 20 30:1/100:8	F B O 4T	80'	SL/3RB	L	7.9	55	0%	R
Fixed stock, threaded barrel, bayonet lug, and one 30 round magazine. Uses M16/AR-15 magazines. This weapon is compatible with AR-15 building.										
Daewoo K2	5.56x45mm (5d4/-5)	Box:5 10 20 30:1/100:8	F B	80'	SL/Auto(F)	L	7.1	45	0%	M&P
Fixed folding stock, threaded barrel, bayonet lug, and one 30 round magazine. Uses M16/AR-15 magazines.										

Table 63: Midrange Modern Assault, Battle, and Target Rifles

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
FN F2000	5.56x45mm (5d4/-5)	Box:5 10 20 30:1 100:8	F B	80' (100')	SL/Auto(F)	L	7.9	60	0%	M&P
Permanent fixed stock, threaded barrel, permanent 1.6x advanced combat sight, and one 30 round magazine. Uses M16/AR-15 magazines.										
FN FAL	7.62x51mm (5d6/-6)	Box:10:1 20:2 30:3	F B	80'	SL/Auto(M)	L	9.4	45	0%	M&P
Fixed stock, bipod, threaded barrel, and one 20 round magazine. Uses FAL magazines.										
L1A1 FAL	7.62x51mm (5d6/-6)	Box:10:1 20:2 30:3	F B	80'	SL	L	9.4	35	0%	L
Fixed stock, threaded barrel, and one 20 round magazine. Uses FAL magazines.										
FN FNC	5.56x45mm (5d4/-5)	Box:5 10 20 30:1 100:8	F B O	80'	SL/3RB/Auto(F)	L	8.4	55	0%	M&P
Fixed stock, patrol sling, threaded barrel, bayonet lug, and two 30 round magazines. Uses M16/AR-15 magazines.										
FAMAS G2	5.56x45mm (5d4/-5)	Box:10 20 30:1 100:8	F B	75'	SL/Auto(F)	L	8.4	40	0%	M&P
Permanent fixed stock, threaded barrel, bayonet lug, and one 30 round magazine. Uses M16/AR-15 magazines.										
H&K G36	5.56x45mm (5d4/-5)	Box:30:2 100:6	F B O	(80') 120'	SL/Auto(M)	L	8.0	55	0%	M&P
Fixed folding stock, patrol sling, permanent advanced combat sight(3x), threaded barrel, and two 30 round magazines. Uses G36 magazines.										
H&K SL8	5.56x45mm (5d4/-5)	Box:10:2 30:3	F B O	80'	SL	L	8.6	60	0%	L
Fixed stock and one 10 round magazine.										
H&K G3A3	7.62x51mm (5d6/-6)	Box:20:1 50:7	F B	85'	SL/3RB/Auto(M)	L	9.1	55	0%	M&P
Fixed stock, threaded barrel, bayonet lug, and two 20 round magazines. Uses G3 magazines.										
H&K G3A4	7.62x51mm (5d6/-6)	Box:20:1 50:7	F B	85'	SL/3RB/Auto(M)	L	10.0	55	0%	M&P
Folding stock, threaded barrel, bayonet lug, and two 20 round magazines. Uses G3 magazines.										
H&K HK33A2	5.56x45mm (5d4/-5)	Box:25:2 30:3 40:4	F B	80'	SL/3RB/Auto(M)	L	8.0	50	0%	M&P
Fixed stock, threaded barrel, and two 25 round magazines. Uses HK33 magazines.										
H&K HK33A3	5.56x45mm (5d4/-5)	Box:25:2 30:3 40:4	F B	80'	SL/3RB/Auto(M)	L	8.8	50	0%	M&P
Folding stock, threaded barrel, and two 25 round magazines. Uses HK33 magazines.										
Henry .30/30	.30-30 Winchester (4d6+1/-5)	Int:5	F B	100'	Lever	L	7.0	35	0%	L
Fixed stock. Not affected by Error Range from ammunition.										
IMI Galil ARM	5.56x45mm (5d4/-5)	Box:35:2 50:4	F B	85'	SL/Auto(M)	L	9.5	60	0%	M&P
Fixed folding stock, threaded barrel, bipod, and two 35 round magazines. Uses 5.56 Galil magazines.										
Kel-Tec SU-16A	5.56x45mm (5d4/-5)	Box:5 10 20 30:1 100:8	F B O	75'	SL	L	5.0	32	5%	L
Synthetic stock, breakdown frame, bipod, and one 10 round magazine. Two 10 round M16/AR-15 magazines may be stored in the stock. Uses M16/AR-15 magazines.										
Kel-Tec SU-16C	5.56x45mm (5d4/-5)	Box:5 10 20 30:1 100:8	F B O	75'	SL	L	4.7	32	5%	L
Folding stock, threaded barrel, bipod, and one 10 round magazine. Uses M16/AR-15 magazines.										
L85A1	5.56x45mm (5d4/-5)	Box:5 10 20 30:1 100:8	F B O	85'	SL/Auto(M)	L	8.3	55	30%	M&P
Permanent fixed stock, threaded barrel, and one 30 round magazine. Uses M16/AR-15 magazines.										
L85A2	5.56x45mm (5d4/-5)	Box:5 10 20 30:1 100:8	F B O	85'	SL/Auto(M)	L	8.3	55	0%	M&P
Permanent fixed stock, threaded barrel, and one 30 round magazine. Uses M16/AR-15 magazines.										
Springfield Armory M1A	7.62x51mm (5d6/-6)	Box:5:1 10:2 20:3	F B	85'	SL	L	11.6	55	0%	L
Fixed stock, stripper clip guide, threaded barrel, patrol sling, and one 5 round magazine. Uses M14 magazines.										

Table 64: Midrange Modern Assault, Battle, and Target Rifles, Cont

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Norinco QBZ Type 95 Rifle	5.8x42mm (5d4/-5)	Box:30:3/75:10	F B	85'	SL/Auto(F)	L	7.2	40	0%	M&P
Permanent fixed stock, bayonet lug, and three 30 round magazines. Uses QBZ magazines.										
Remington Model 750	.243 Winchester (4d6+2/-6)	Box:5:1/10:2	F B	85'	SL	L	8.5	35	0%	L
Fixed stock and one 5 round magazine.										
Remington Model 750	7.62x51mm (5d6/-6)	Box:5:1/10:2	F B	70'	SL	L	7.5	35	0%	L
Fixed stock and one 5 round magazine.										
Remington Model 750	.30-06 Springfield (6d6/-8)	Box:5:1/10:2	F B	80'	SL	L	7.5	35	0%	L
Fixed stock and one 5 round magazine.										
RRA Standard A2	5.56x45mm (5d4/-5)	Box:5 10 20 30:1/100:8	F B	85'	SL	L	7.0	40	0%	L
Fixed stock, threaded barrel, bayonet lug, and one 30 round magazine. Uses M16/AR-15 magazines. This weapon is compatible with AR-15 building.										
RRA Standard A4	5.56x45mm (5d4/-5)	Box:5 10 20 30:1/100:8	F B O	85'	SL	L	7.0	48	0%	L
Fixed stock, threaded barrel, bayonet lug, and one 30 round magazine. Uses M16/AR-15 magazines. This weapon is compatible with AR-15 building.										
RRA Mid-length A2	5.56x45mm (5d4/-5)	Box:5 10 20 30:1/100:8	F B	70'	SL	L	6.8	50	0%	L
Fixed stock, threaded barrel, bayonet lug, and one 30 round magazine. Uses M16/AR-15 magazines. This weapon is compatible with AR-15 building.										
RRA Mid-length A4	5.56x45mm (5d4/-5)	Box:5 10 20 30:1/100:8	F B O 2T	70'	SL	L	6.8	58	0%	L
Fixed stock, threaded barrel, bayonet lug, and one 30 round magazine. Uses M16/AR-15 magazines. This weapon is compatible with AR-15 building.										
Ruger AC-556	5.56x45mm (5d4/-5)	Box:5 10 20 30:1/100:8	F B	80'	SL/3RB/Auto(M)	L	6.4	35	0%	M&P
Folding stock and one 30 round magazine. Uses Mini-14 magazines.										
Ruger PC Carbine	9x19mm (2d6/-2)	Box:10 17:1	F B O	75'	SL	L	7.3	35	0%	L
Breakdown frame, fixed stock, threaded barrel and one 17 round magazine. Uses SR9c magazines.										
Ruger PC Carbine	9x19mm (2d6/-2)	Box:10 12 15 17 19 27:1/33:2	F B O	75'	SL	L	7.3	35	0%	L
Breakdown frame, fixed stock, threaded barrel and one 10 round magazine. Uses Glock 26 magazines.										
Stoner 63A Rifle	5.56x45mm (5d4/-5)	Box:20/30:1	F B O	85'	SL/Auto(F)	L	8.1	40	0%	M&P
Fixed stock, threaded barrel, bayonet lug, patrol sling, and one 30 round magazine. Uses Stoner 63A magazines.										
FN FAL .280 British	.280 British (4d6+3/-6)	Box:10:1/20:2	F B	85'	SL/Auto(M)	L	8.8	50	0%	M&P
Fixed stock, bipod, threaded barrel, and one 20 round magazine. Uses .280 FAL magazines. This weapon was created by Blackghost										
H&K G3A3	.280 British (4d6+3/-6)	Box:20:1	F B	90'	SL/3RB/Auto(M)	L	8.1	55	0%	M&P
Fixed stock, threaded barrel, bayonet lug, and two 20 round magazines. Uses .280 G3 magazines. This weapon was created by Blackghost										
H&K G3A4	.280 British (4d6+3/-6)	Box:20:1	F B	90'	SL/3RB/Auto(M)	L	8.8	55	0%	M&P
Folding stock, threaded barrel, bayonet lug, and two 20 round magazines. Uses .280 G3 magazines. This weapon was created by Blackghost										
M1 Garand	.280 British (4d6+3/-6)	Clip:10	F B	125'	SL	L	9.5	45	0%	L
Fixed stock, patrol sling, bayonet lug, and one 10 round clip. This weapon requires the use of its clip to function. 1 WP purchases 10 clips. This weapon was created by Blackghost										
SKS D	7.62x39mm (4d6+2/-6)	Box:10 20 30:1/40:2/75:5	F B	70'	SL	L	8.5	30	0%	L
Fixed stock, stripper clip guide, and a folding bayonet (Survival Knife).Uses 7.62 AK magazines.										

Table 65: Midrange Modern Assault, Battle, and Target Rifles, Cont

Expensive Modern Assault, Battle, and Target Rifles

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
ArmaLite AR-10A3	7.62x51mm (5d6/-6)	Box:10 20:1/25:2/50:5	F B O	80'	SL	L	8.5	62	0%	L
Fixed stock, threaded barrel, and one 20 round magazine. Uses AR-10 magazines.										
FN SCAR-H	7.62x51mm (5d6/-6)	Box:20:3	F B O 3T	80'	SL/Auto(M)	L	7.9	80	0%	M&P
Fixed folding stock, threaded barrel, bayonet lug, and one 20 round magazine. Uses .308 SCAR magazines. +1 Mastercraft.										
FN SCAR-L	5.56x45mm (5d4/-5)	Box:10 20 30:1/100:8	F B O 3T	85'	SL/Auto(M)	L	7.3	80	0%	M&P
Fixed folding stock, threaded barrel, bayonet lug, and one 30 round magazine. Uses M16/AR-15 magazines. +1 Mastercraft.										
FN SCAR 17S	7.62x51mm (5d6/-6)	Box:20:3	F B O 3T	80'	SL	L	7.3	85	0%	L
Fixed folding stock, threaded barrel, bayonet lug, and one 20 round magazine. Uses .308 SCAR magazines. +1 Mastercraft.										
FN SCAR 16S	5.56x45mm (5d4/-5)	Box:10 20 30:1/100:8	F B O 3T	85'	SL	L	8.0	85	0%	L
Fixed folding stock, threaded barrel, bayonet lug, and one 30 round magazine. Uses M16/AR-15 magazines. +1 Mastercraft.										
FN FNAR H	7.62x51mm (5d6/-6)	Box:5 10:2/20:3	F B O	110'	SL	L	10.0	81	0%	L
Fixed stock, heavy barrel, precision barrel, and two 5 round magazines. Uses FNAR magazines.										
FN FNAR L	7.62x51mm (5d6/-6)	Box:5 10:2/20:3	F B O	90'	SL	L	9.0	70	0%	L
Fixed stock, precision barrel, and two 5 round magazines. Uses FNAR magazines.										
H&K 91A2	7.62x51mm (5d6/-6)	Box:20:1/50:7	F B	85'	SL	L	8.8	100	0%	L
Fixed stock, threaded barrel, bayonet lug, and one 20 round magazine. Uses G3 magazines.										
H&K 91A3	7.62x51mm (5d6/-6)	Box:20:1/50:7	F B	85'	SL	L	8.0	100	0%	L
Folding stock, threaded barrel, bayonet lug, and one 20 round magazine. Uses G3 magazines.										
H&K XM8	5.56x45mm (5d4/-5)	Box:30:2/100:6	F B O	(80') 120'	SL/Auto(M)	L	7.5	130	0%	M&P
Synthetic stock, advanced combat sight (3x), threaded barrel, and two 30 round magazines. Uses G36 magazines. The time to attach the following upgrades is reduced by 50%: Fixed, Folding or Pistol Grip stocks, Extended or SBR barrels, Red Dot or ACS optics, or Bipods.										
IMI Galil ACE 22	5.56x45mm (5d4/-5)	Box:35:2/50:4	F B O 4T	85'	SL/Auto(M)	L	7.3	75	0%	M&P
Synthetic stock, threaded barrel, bayonet lug, and two 35 round magazines. Uses 5.56 Galil magazines.										
IMI Galil ACE 32	7.62x39mm (4d6+2/-6)	Box:10 20 30:1/40:2/75:5	F B O 4T	85'	SL/Auto(M)	L	7.4	75	0%	M&P
Synthetic stock, threaded barrel, bayonet lug, and two 30 round magazines. Uses 7.62 AK magazines.										
IMI Galil ACE 52	7.62x51mm (5d6/-6)	Box:25:2	F B O 4T	85'	SL/Auto(M)	L	7.8	75	0%	M&P
Synthetic stock, threaded barrel, bayonet lug, and two 25 round magazines. Uses 7.62 Galil magazines.										
IMI Galil SAR	5.56x45mm (5d4/-5)	Box:35:2/50:4	F B	80'	SL/Auto(M)	L	8.2	63	0%	M&P
Fixed folding stock, threaded barrel, bayonet lug, and two 35 round magazines. Uses 5.56 Galil magazines.										
IMI Galil SAR	7.62x51mm (5d6/-6)	Box:25:2	F B	80'	SL/Auto(M)	L	8.5	66	0%	M&P
Fixed folding stock, threaded barrel, bayonet lug, and two 25 round magazines. Uses 7.62 Galil magazines.										
IMI Galil ARM	7.62x51mm (5d6/-6)	Box:25:2	F B	85'	SL/Auto(M)	L	9.8	65	0%	M&P
Fixed folding stock, threaded barrel, bayonet lug, and two 25 round magazines. Uses 7.62 Galil magazines.										
IMI Tavor TAR-21	5.56x45mm (5d4/-5)	Box:5 10 20 30:1/100:8	F B O	80'	SL/Auto(F)	L	6.5	68	0%	M&P
Permanent fixed stock, threaded barrel, bayonet lug, and two 30 round magazines. Uses M16/AR-15 magazines.										
IMI Tavor 7	7.62x51mm (5d6/-6)	Box:10 20:1/25:2/50:5	F B O	85'	SL/Auto(F)	L	9.0	72	0%	M&P
Permanent fixed stock, threaded barrel, bayonet lug, and two 30 round magazines. Uses AR-10 magazines.										
HCAR Rifle	.30-06 Springfield (6d6/-8)	Box:20:1/30:3	F B O 2T	95'	SL	L	14.0	160	0%	L
Fixed stock and three 30 round magazines. Uses BAR magazines. +2 Mastercraft.										
Kel-Tec RFB	7.62x51mm (5d6/-6)	Box:10:1/20:2/30:3	F B O	70'	SL	L	11.3	70	0%	L
Permanent fixed stock, threaded barrel, and two 30 round magazines. Uses FAL magazines.										
M14	7.62x51mm (5d6/-6)	Box:5:1/10:2/20:3	F B	85'	SL/Auto(F)	L	11.5	65	0%	M&P
Fixed stock, stripper clip guide, threaded barrel, patrol sling, bayonet lug, and two 20 round magazines. Uses M14 magazines.										
RRA LAR-6.8 Mid-length A2	6.8mm SPC (5d4+3/-6)	Box:10 20:2/30:4	F B	85'	SL	L	6.9	70	0%	L
Fixed stock, threaded barrel, bayonet lug, and two 10 round magazines. Uses 6.8 AR magazines. This weapon is compatible with AR-15 building.										

Table 66: Expensive Modern Assault, Battle, and Target Rifles

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
RRA LAR-6.8 Mid-length A4	6.8mm SPC (5d4+3/-6)	Box:10 20:2/30:4	F B O	85'	SL	L	6.9	75	0%	L
Synthetic stock, threaded barrel, bayonet lug, and two 10 round magazines. Uses 6.8 AR magazines. This weapon is compatible with AR-15 building.										
SIG SG 550	5.56x45mm (5d4/-5)	Box:5 20:1/30:2	F B	80'	SL/3RB/Auto(F)	L	9.0	65	0%	M&P
Fixed folding stock, threaded barrel, bayonet lug, and two 30 round magazines. Uses SIG magazines.										
SIG SG 556	5.56x45mm (5d4/-5)	Box:5 10 20 30:1 Box100:8	F B	80'	SL	L	9.0	80	0%	L
Fixed folding stock, threaded barrel, bayonet lug, and two 30 round magazines. Uses M16/AR-15 magazines.										
SIG SG 510	7.5x55mm Swiss (5d6+5/-8)	Box:20:3/30:5	F B	90'	SL/Auto(M)	L	12.6	97	0%	M&P
Fixed Stock, bayonet lug, and two 20 round magazines.										
SG 510-4	7.62x51mm (5d6/-6)	Box:20:3/30:5	F B	90'	SL/Auto(M)	L	12.6	97	0%	M&P
Fixed Stock, bayonet lug, and two 20 round magazines.										
Steyr AUG	5.56x45mm (5d4/-5)	Box:30:3/42:4	F B O	(80') 120'	SL/Auto(M)	L	7.9	100	0%	M&P
Permanent fixed stock, threaded barrel, bayonet lug, permanent 3x telescopic sight, and one 30 round magazine. Uses AUG magazines. +1 Mastercraft.										
Steyr USR	5.56x45mm (5d4/-5)	Box:30:3	F B O	(80') 120'	SL	L	7.9	130	0%	L
Permanent fixed stock, threaded barrel, bayonet lug, permanent 3x telescopic sight, and one 30 round magazine. Uses AUG magazines. +1 Mastercraft.										
AN-94	5.45x39mm (4d4+2/-5)	Box:30:1/45:2/75 Box:100:4	F B	95'	SL/2RB/Auto(M)	L	8.5	340	0%	M&P
Fixed folding stock, threaded barrel, bayonet lug, and one 30 round magazine. Uses 5.45 AK magazines. +1 Mastercraft. When using the 2r burst fire feature, there is no Caliber Recoil penalty for the attack.										
IMBEL IA2 7.62 Rifle	7.62x51mm (5d6/-6)	Box:10:1/20:2/30:3	F B O 4T	70'	SL/Auto(M)	L	8.3	60	0%	M&P
Fixed folding stock, threaded barrel, and one 20 round magazine. Uses FAL magazines.										
IMBEL IA2 5.56 Rifle	5.56x45mm (5d4/-5)	Box:5 10 20 30:1 Box:100:8	F B O 4T	55'	SL/Auto(M)	L	7.5	60	0%	M&P
Fixed folding stock, threaded barrel, and one 30 round magazine. Uses M16/AR-15 magazines.										
Barrett REC7	5.56x45mm (5d4/-5)	Box:5 10 20 30:1 Box:100:8	F B O 3T	90'	SL	L	7.2	125	0%	L
Synthetic stock, threaded barrel, bayonet lug, and one 30 round magazine. Uses M16/AR-15 magazines. +2 Mastercraft.										
Barrett REC7	6.8mm SPC (5d4+3/-6)	Box:10 20:2/30:4	F B O 3T	90'	SL	L	7.2	125	0%	L
Synthetic stock, threaded barrel, bayonet lug, and one 30 round magazine. Uses AR 6.8 magazines. +2 Mastercraft.										
IMI Timber Wolf	See Text	Int:10	F B	55'	Pump	L	6.1	65	0%	L
This firearm can be purchased in one of the following calibers: .44 Magnum (3d6/-4) and .44 Special (1d6+6/-4), or .357 Magnum (3d4+3/-4) and .38 Special (2d4+1/-1) Fixed stock and fortified frame. Not affected by Error Range from ammunition.										
Howa Type 64	7.62x51mm (5d6/-6)	Box:5:1/10:2/20:3	F B	75'	SL/Auto(M)	L	9.7	80	0%	M&P
Fixed stock, bipod, patrol sling, bayonet mount, threaded barrel, muzzle brake, and two 20 round magazines. Uses M14 magazines. This firearm does not take the error range from using low pressure ammunition.										
Ruger Model 44	.44 Magnum (3d6/-4)	Int:4	F B	65'	SL	L	6.0	45	0%	L
Fixed stock and fortified frame. Not affected by Error Range from ammunition.										

Table 67: Expensive Modern Assault, Battle, and Target Rifles, Cont

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
ArmaLite AR-10 .280 British	.280 British (4d6+3/-6)	Box:10 20:1/25:2/50:5	F B	85'	SL/Auto(M)	L	7.7	60	0%	M&P
Fixed stock, threaded barrel, bayonet lug, and one 20 round magazine. Uses .280 AR-10 magazines. This weapon was created by Blackghost										
ArmaLite AR-10A3	.280 British (4d6+3/-6)	Box:10 20:1/25:2/50:5	F B O	85'	SL/Auto(M)	L	7.7	62	0%	M&P
Fixed stock, threaded barrel, bayonet lug, and one 20 round magazine. Uses .280 AR-10 magazines. This weapon was created by Blackghost										
EM-2 Rifle	.280 British (4d6+3/-6)	Box:10 20:1/25:2/50:5	F B O	(85') 105'	SL/Auto(M)	L	7.7	62	0%	M&P
Permanent Fixed stock, 1.5x Advanced Combat Sight, and one 20 round magazine. Uses EM-2 magazines. This weapon was created by Blackghost										
FN SCAR-H .280 British	.280 British (4d6+3/-6)	Box:20:3	F B O 3T	85'	SL/Auto(M)	L	7.0	80	0%	M&P
Fixed folding stock, threaded barrel, bayonet lug, and one 20 round magazine. Uses .280 SCAR magazines. +1 Mastercraft. This weapon was created by Blackghost										
H&K 416A5 Rifle	5.56x45mm (5d4/-5)	Box:5 10 20 30:1/100:8	F B O 4T	80'	SL/Auto(F)	L	8.4	85	0%	M&P
Synthetic stock, patrol sling, threaded barrel, bayonet lug, and two 30 round magazines. Uses M16/AR-15 Magazines. +1 Mastercraft. This weapon was created by Blackghost										
H&K 417A2 Rifle	7.62x51mm (5d6/-6)	Box:5 10:2/20:3	F B O 4T	85'	SL/Auto(M)	L	9.0	103	0%	M&P
Synthetic stock, patrol sling, threaded barrel and two 20 round magazines. Uses HK-417 Magazines. +1 Mastercraft. This weapon was created by Blackghost										
A-545(6P67)	5.45x39mm (4d4+2/-5)	Box:30:1/45:2/100:4	F B O	75'	SL/Auto(F)/2RB	L	7.5	150	0%	M&P
Folding stock, bayonet lug, patrol sling, bayonet(survival knife), threaded barrel, and two 30 round magazines. Uses 5.45 AK magazines. Reduces CRP by 2 when multishot attacking. This weapon was created by Blackghost.										
A-762	7.62x39mm (4d6+2/-6)	Box:10 20 30:1/40:2/75:5	F B	70'	SL/Auto(F)/2RB	L	8.5	175	0%	M&P
Folding stock, bayonet lug, patrol sling, bayonet(survival knife), threaded barrel, and two 30 round magazines. Uses 7.62 AK magazines. Reduces CRP by 2 when multishot attacking. This weapon was created by Blackghost.										
SIG MCX Rifle	.300 AAC BLK (4d6/-5)	Box:5 10 20 30:1 Box:100:8	F B O 4T	85'	SL/Auto(F)	L	7.1	95	0%	M&P
Folding Stock, Lvl 4 high quality suppressor, and two 30 round magazines. This weapon is built from a kit, where any .300 MCX can be constructed using the kit, but only one at a time. This change takes 15 minutes. Uses M16/AR-15 magazines.										
SIG MCX Rifle	5.56x45mm (5d4/-5)	Box:5 10 20 30:1 Box:100:8	F B O 4T	85'	SL/Auto(F)	L	7.1	95	0%	M&P
Folding Stock, Lvl 5 high quality suppressor, and two 30 round magazines. This weapon is built from a kit, where any 5.56 MCX can be constructed using the kit, but only one at a time. This change takes 15 minutes. Uses M16/AR-15 magazines.										

Table 68: Expensive Modern Assault, Battle, and Target Rifles

Designated Marksman Rifles

A designated marksman rifle (DMR) is the weapon used by soldiers in the designated marksman role. The DM role fills the gap between a regular infantryman and a sniper and DMRs have been developed with this middle ground in mind.

Cheap Modern Designated Marksman Rifles

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
SVD	7.62x54mmR (5d6+2/-7)	Box:10:2	F B O	115'	SL	L	9.4	55	0%	L
Fixed stock, bayonet lug, threaded barrel, and one 10 round magazine.										
H&K G3SG1	7.62x51mm (5d6/-6)	Box:20:1/50:7	F B O	(105') 130'-155'	SL/3RB/Auto(M)	L	12.2	50	0%	M&P
Fixed stock, bayonet lug, bipod, 1.5-6x adjustable telescopic sight, and two 20 round magazines. Uses G3 magazines.										
H&K HK33SG1	5.56x45mm (5d4/-5)	Box:25:2/30:3/40:4	F B O	(100') 125'-150'	SL/3RB/Auto(M)	L	12.4	45	0%	M&P
Fixed stock, bayonet lug, bipod, 1.5-6x adjustable telescopic sight, and two 25 round magazines. Uses HK33 magazines.										
IMI Galil ACE 23	5.56x45mm (5d4/-5)	Box:35:2/50:4	F B O 4T	95'	SL/Auto(M)	L	7.6	75	0%	M&P
Synthetic stock, threaded barrel, bayonet lug, and two 25 round magazines. Uses 5.56 Galil magazines.										
IMI Galil ACE 53	7.62x51mm (5d6/-6)	Box:25:2	F B O 4T	95'	SL/Auto(M)	L	8.1	75	0%	M&P
Synthetic stock, threaded barrel, bayonet lug, and two 25 round magazines. Uses 7.62 Galil magazines.										
IMI Galil Marksman	5.56x45mm (5d4/-5)	Box:35:2/50:4	F B O	90'	SL/Auto(M)	L	9.0	65	0%	M&P
Synthetic stock, threaded barrel, bipod, bayonet lug, and two 35 round magazines. Uses 5.56 Galil magazines.										
IMI Galil Sniper	7.62x51mm (5d6/-6)	Box:25:2	F B O	(95') 165'	SL/Auto(M)	L	14.0	65	0%	M&P
Synthetic stock, threaded barrel, bayonet lug, 8x telescopic sight, and two 25 round magazines. Uses 7.62 Galil magazines.										
VSK-94	9x39mm (4d4+4/-6)	Box:10:1/20:2/30:3	F B O	(70') 105'	SL/Auto(M)	L	6.1	48	0%	M&P
Fixed stock, threaded barrel, lvl. 4 high quality suppressor, 4x telescopic sight, and one 10 round magazine. Uses VSS magazines.										
VSS	9x39mm (4d4+4/-6)	Box:10:1/20:2/30:3	F B O	(60') 90'	SL/Auto(M)	L	5.5	62	0%	M&P
Fixed stock, permanent lvl. 4 high quality suppressor, 4x telescopic sight, and one 10 round magazine. Uses VSS magazines.										
SVU	7.62x54mmR (5d6+2/-7)	Box:10:1/20:2/30:3	F B O	95'	SL/Auto(M)	L	9.4	64	0%	M&P
Permanent fixed stock, threaded barrel, bipod, and one 10 round magazine.										
Zastava M76	7.92x57mm Mauser (5d6+5/-8)	Box:10:2	F B O	130'	SL	L	10.1	60	0%	L
Fixed stock, bayonet lug, threaded barrel, and one 10 round magazine.										

Table 69: Cheap Modern Designated Marksman Rifles

Expensive Modern Designated Marksman Rifles

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Benelli R1	.300 Win Mag (7d6/-9)	Box:3:4	F B O	140'	SL	L	7.0	58	0%	L
Fixed stock, precision barrel, and one 3 round magazine. +1 Mastercraft.										
Benelli R1	.30-06 Springfield (6d6/-8)	Box:4:4/10:5	F B O	110'	SL	L	7.0	55	0%	L
Fixed Stock, precision barrel, and one 4 round magazine. +1 Mastercraft.										
Benelli MR1	5.56x45mm (5d4/-5)	Box:5:4	F B O	100'	SL	L	7.0	58	0%	L
Fixed stock, precision barrel, and one 5 round magazine. +1 Mastercraft.										
Browning BAR Stalker	.243 Winchester (4d6+2/-6)	Int:4	F B O	125'	SL	L	7.0	63	0%	L
Fixed stock and a precision barrel. +1 Mastercraft.										
Browning BAR Stalker	.300 Win Mag (7d6/-9)	Int:4	F B O	145'	SL	L	7.0	63	0%	L
Fixed stock and a precision barrel. +1 Mastercraft.										
Browning BAR Stalker	7.62x51mm (5d6/-6)	Int:4	F B O	140'	SL	L	7.0	63	0%	L
Fixed stock and a precision barrel. +1 Mastercraft.										
Browning Bar DBM	7.62x51mm (5d6/-6)	Box:10:4	F B O	140'	SL	L	7.0	67	0%	L
Fixed stock, precision barrel, and one 10 round magazine. +1 Mastercraft.										
FN SCAR-H LB	7.62x51mm (5d6/-6)	Box:20:3	F B O 3T	90'	SL/Auto(M)	L	7.7	90	0%	M&P
Fixed folding stock, extended barrel, threaded barrel, bayonet lug, and one 20 round magazine. Uses .308 SCAR magazines. +1 Mastercraft.										
FN SCAR-H TPR	7.62x51mm (5d6/-6)	Box:20:3	F B O 3T	120'	SL	L	8.8	110	0%	L
Fixed folding stock, threaded barrel, precision barrel, bayonet lug, and one 20 round magazine. Uses .308 SCAR magazines. +1 Mastercraft.										
FN SCAR-H SSR	7.62x51mm (5d6/-6)	Box:20:3	F B O 3T	145'	SL	L	10.0	150	0%	L
Ergonomic stock, threaded barrel, match barrel, bayonet lug, and one 20 round magazine. Uses .308 SCAR magazines. +1 Mastercraft.										
FN SCAR-L LB	5.56x45mm (5d4/-5)	Box:10 20 30:1/100:8	F B O 3T	95'	SL/Auto(M)	L	8.2	90	0%	M&P
Fixed folding stock, extended barrel, threaded barrel, bayonet lug, and one 30 round magazine. Uses M16/AR-15 magazines. +1 Mastercraft.										
H&K PSG1	7.62x51mm (5d6/-6)	Box:5 20:1	F B O	(110') 165'	SL	L	15.8	625	0%	L
Ergonomic stock, threaded barrel, 6x telescopic sight, and two 5 round magazines. Uses G3 magazines. +1 Mastercraft.										
HCAR DMR	.30-06 Springfield (6d6/-8)	Box:20:1/30:3	F B O 2T	180'	SL	L	14.0	175	0%	L
Fixed Stock and three 30 round magazines. Uses BAR magazines. +2 Mastercraft.										
M21 SWS	7.62x51mm (5d6/-6)	Box:5:1/10:2/20:3	F B O	(110') 190'	SL	L	11.6	155	0%	L
Fixed stock, stripper clip guide, threaded barrel, bayonet lug, bipod, 9x telescopic sight, and one 20 round magazine. Uses M14 magazines. +1 Mastercraft.										

Table 70: Expensive Modern Designated Marksman Rifles

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
M110 SASS	7.62x51mm (5d6/-6)	Box:10 20:1/25:2/50:5	F B O 3T	(120') 210'	SL	L	15.6	300	0%	L
Synthetic stock, threaded barrel, bipod, bayonet lug, 9x telescopic sight, and one 10 round magazine. Uses AR-10 magazines. +1 Mastercraft.										
Norinco QBU-88	5.8x42mm (5d4/-5)	Box:10:3	F B O	(85') 150'	SL	L	9.0	100	0%	L
Permanent fixed stock, bipod, 9x telescopic sight, and two 10 round magazines.										
SIG SSG 550 Sniper	5.56x45mm (5d4/-5)	Box:5 20:1/30:2	F B O	100'	SL	L	7.8	114	0%	L
Fixed stock, bipod, threaded barrel, bayonet lug, and two 5 round magazines. Uses SIG magazines.										
SDM-R	5.56x45mm (5d4/-5)	Box:10 20 30:1/100:8	F B	95'	SL	L	10.6	140	0%	L
Fixed stock, bipod, threaded barrel, bayonet lug, and one 30 round magazine. Uses M16/AR-15 magazines.										
Walther WA2000	.300 Win Mag (7d6/-9)	Box:6:50	F B O	150'	SL	L	17.0	3750	0%	L
Permanent fixed stock, permanent bipod, and one 6 round magazine. +3 Grandmastercraft.										
H&K G28 DMR	7.62x51mm (5d6/-6)	Box:5 10:2/20:3	F B O 4T	120' (210')	SL	L	12.1	300	0%	L
Synthetic stock, patrol sling, vertical foregrip, threaded barrel, precision barrel, bipod, 3x-20x adjustable telescopic sight and two 20 round magazines. Uses HK-417 Magazines. +1 Mastercraft. This weapon was created by Blackghost										
FN SCAR 20S	6.5 Creedmoor (6d4/-7)	Box:10:2/20:3	F B O 4T	210'	SL	L	7.7	200	0%	L
Ergonomic stock, threaded barrel, match barrel, bayonet lug, and one 10 round magazine. Uses .308 SCAR magazines. +1 Mastercraft. This weapon was created by Blackghost										
Daniel Defense DD5v5	6.5 Creedmoor (6d4/-7)	Box:10 20:1/25:2/50:5	F B O 4T	195'	SL	L	8.9	118	0%	L
Synthetic stock, threaded barrel, precision barrel and one 20 round magazine. Uses AR10 magazines. +1 Mastercraft. This weapon was created by Blackghost										
LWRC REPR MKII	6.5 Creedmoor (6d4/-7)	Box:10 20:1/25:2/50:5	F B O 4T	235'	SL	L	11.8	195	0%	L
Ergonomic Stock, threaded barrel, heavy barrel, precision barrel, muzzle brake, and one 20 round magazine. Uses AR10 magazines. +1 Mastercraft. This weapon was created by Blackghost										

Table 71: Expensive Modern Designated Marksman Rifles, Cont

Bolt Action and Sniper Rifles

In military and law enforcement terminology, a sniper rifle is a precision rifle used to ensure more accurate placement of bullets at longer ranges than other small arms.

Bolt action rifles and sniper rifles, because of their use, will almost always use a scope of high magnification (at least x3), and a bipod. Accessories such as lasers, custom built stocks, and modified barrels are often built in as well, to achieve the best possible shot.

Cheap Modern Bolt Action and Sniper Rifles

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Alejandro Sniper Rifle	7.62x54mmR (5d6+2/-7)	Box:8:3	F B O	130'	Bolt	L	8.1	38	0%	L
Fixed stock and one 8 round magazine. Not affected by Error Range from ammunition.										
Browning A-Bolt II	.30-06 Springfield (6d6/-8)	Box:4:1	F B O	100'	Bolt	L	6.6	30	0%	L
Composite Stalker Fixed stock and one 4 round magazine. Not affected by Error Range from ammunition.										
CZ 452 American	.22 Long Rifle (1d4/+0)	Box:5:1	F B O	85'	Bolt	L	5.9	22	0%	L
Fixed stock and one 5 round magazine.										
CZ 453 American	.17 HMR (1d4+2/-1)	Box:5:1	F B O	90'	Bolt	L	5.9	28	0%	L
Fixed stock and one 5 round magazine.										
CZ 527	7.62x39mm (4d6+2/-6)	Box:5:1	F B O	85'	Bolt	L	5.9	30	0%	L
Fixed stock, canted sights, and one 5 round magazine. Not affected by Error Range from ammunition..										
Enfield K	7.62x39mm (4d6+2/-6)	Box:10 20 30:1/40:2/75:5	F B	95'	Bolt	L	7.5	35	0%	L
Fixed Stock and one 10 round magazine. Uses 7.62 AK magazines.										
Marlin Model X7	.30-06 Springfield (6d6/-8)	Int:5	F B O	130'	Bolt	L	6.3	22	0%	L
Fixed stock. Not affected by Error Range from ammunition.										
Marlin Model X7	.243 Winchester (4d6+2/-6)	Int:5	F B O	95'	Bolt	L	6.3	19	0%	L
Fixed stock. Not affected by Error Range from ammunition.										
Marlin Model X7	7.62x51mm (5d6/-6)	Int:5	F B O	110'	Bolt	L	6.3	20	0%	L
Fixed stock. Not affected by Error Range from ammunition.										
Remington M700	.30-06 Springfield (6d6/-8)	Int:5	F B O	130'	Bolt	L	6.0	40	0%	L
Fixed stock. Not affected by Error Range from ammunition.										
Remington M700	.243 Winchester (4d6+2/-6)	Int:5	F B O	90'	Bolt	L	6.0	40	0%	L
Fixed stock. Not affected by Error Range from ammunition.										
Remington M700	.17 Remington (2d6/-2)	Int:5	F B O	115'	Bolt	L	6.0	30	0%	L
Fixed stock. Not affected by Error Range from ammunition.										
Remington M700	7.62x51mm (5d6/-6)	Int:4	F B O	120'	Bolt	L	6.0	38	0%	L
Fixed stock. Not affected by Error Range from ammunition.										
Remington M700	5.56x45mm (5d4/-5)	Int:5	F B O	125'	Bolt	L	6.0	40	0%	L
Fixed stock. Not affected by Error Range from ammunition.										
Remington M700P	7.62x51mm (5d6/-6)	Int:4	F B O	150'	Bolt	L	6.0	50	0%	L
Fixed stock. Not affected by Error Range from ammunition. +1 Mastercraft.										
Ruger M77 Mark I	5.56x45mm (5d4/-5)	Int:5	F B O	100'	Bolt	L	7.3	26	0%	L
Fixed stock. Not affected by Error Range from ammunition.										
Ruger M77 Mark I	7.62x51mm (5d6/-6)	Int:5	F B O	100'	Bolt	L	7.0	26	0%	L
Fixed stock. Not affected by Error Range from ammunition.										
Ruger Scout	7.62x51mm (5d6/-6)	Box:10:2	F B O	110'	Bolt	L	7.0	45	0%	L
Fixed stock and one 10 round magazine. Not affected by Error Range from ammunition.										
Ruger Scout	5.56x45mm (5d4/-5)	Box:10:2	F B O	100'	Bolt	L	7.0	44	0%	L
Fixed stock and one 10 round magazine. Not affected by Error Range from ammunition.										
Ruger American Ranch	7.62x39mm (4d6+2/-6)	Box:5 10 20:1/30:2	F B O	105'	Bolt	L	5.9	30	0%	L
Fixed stock and one 5 round magazine. Not affected by Error Range from ammunition. Uses Mini-30 magazines.										

Table 72: Cheap Modern Bolt Action and Sniper Rifles

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Ruger American Ranch	See Text	Box:5 10 20 30:1	F B O	95'	Bolt	L	5.9	30	0%	L
This firearm can be purchased in one of the following calibers: .300 AAC BLK (4d6/-5) or 5.56x45mm (5d4/-5). Fixed stock and one 5 round magazine. Not affected by Error Range from ammunition. Uses M16/AR-15 magazines.										
Ruger Precision Rimfire	.22 Long Rifle (1d4/+0)	Box:10 25 30:1/50:4	F B O	110'	Bolt	L	6.8	35	0%	L
Synthetic stock, threaded barrel, and two 10 round magazines. Uses 10/22 magazines.										
Ruger Precision Magnum Rimfire	See Text	Box:9 15 :1/25:2	F B O	115'	Bolt	L	6.8	35	0%	L
This firearm can be purchased in one of the following calibers: .22 WMR (2d4+2/-2) or .17 HMR (1d4+2/-1). Synthetic stock, threaded barrel, and two 10 round magazines. Uses Magnum Precision Magazines.										
Summit Frontier .45-70	.45-70 Government (3d10/-6)	Int:3	F B O	90'	Bolt	L	8.8	45	0%	L
Fixed stock. Not affected by Error Range from ammunition.										
RIA M14Y	.22 Long Rifle (1d4/+0)	Box:10:1	F B O	55'	Bolt	L	5.2	5	0%	L
Fixed stock, threaded barrel, and two 10 round magazines.										

Table 73: Cheap Modern Bolt Action and Sniper Rifles, Cont

Expensive Modern Bolt Action and Sniper Rifles

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Accuracy International AWP	7.62x51mm (5d6/-6)	Box:5:1/10:2	F B O	130'	Bolt	L	14.3	100	0%	L
Fixed stock, threaded barrel, and one 5 round magazine. Not affected by Error Range from ammunition. +1 Mastercraft.										
Accuracy International AWM	.338 Lapua Magnum (7d8/-10)	Box:5:4	F B O	130'	Bolt	L	14.3	100	0%	L
Fixed stock, threaded barrel, and one 5 round magazine. Not affected by Error Range from ammunition. +1 Mastercraft.										
Accuracy International AXMC	.300 Win Mag (7d6/-9)	Box:10:12	F B O 2T	180'	Bolt	L	13.8	400	0%	L
Folding stock, threaded barrel, and one 10 round magazine. Not affected by Error Range from ammunition. +1 Mastercraft.										
Barrett M98B	.338 Lapua Magnum (7d8/-10)	Box:10:14	F B O	135'	Bolt	L	13.5	200	0%	L
Fixed stock, threaded barrel, and one 10 round magazine. Not affected by Error Range from ammunition. +1 Mastercraft.										
SV-98	7.62x54mmR (5d6+2/-7)	Box:10:3	F B O	110'	Bolt	L	12.8	60	0%	L
Fixed stock, threaded barrel, and one 10 round magazine. Not affected by Error Range from ammunition. +1 Mastercraft.										
FR F1	7.5x54mm (4d6+4/-7)	Box:10:4	F B O	(130') 195'	Bolt	L	12.8	150	0%	L
Fixed stock, bipod, heavy barrel, 6x telescopic sight, and one 10 round magazine. Not affected by Error Range from ammunition. +1 Mastercraft.										
FR F2	7.62x51mm (5d6/-6)	Box:10:4	F B O	(130') 195'	Bolt	L	12.8	150	0%	L
Fixed stock, bipod, heavy barrel, 6x telescopic sight, and one 10 round magazine. Not affected by Error Range from ammunition. +1 Mastercraft.										
FN Ballista	.300 Win Mag (7d6/-9)	Box:5:4/8:7	F B O 1T	190'	Bolt	L	12.0	375	0%	L
Folding stock, bipod, match barrel, heavy barrel, and one 5 round magazine. Not affected by Error Range from ammunition. +2 Mastercraft.										
FN Ballista	.338 Lapua Magnum (7d8/-10)	Box:6:4/10:7	F B O 1T	195'	Bolt	L	12.0	375	0%	L
Folding stock, bipod, match barrel, heavy barrel, and one 6 round magazine. Not affected by Error Range from ammunition. +2 Mastercraft.										
FN Ballista	7.62x51mm (5d6/-6)	Box:8:4/15:7	F B O 1T	175'	Bolt	L	12.0	375	0%	L
Folding stock, bipod, match barrel, heavy barrel, and one 8 round magazine. Not affected by Error Range from ammunition. +2 Mastercraft.										
M40A3	7.62x51mm (5d6/-6)	Int:5	F B O	(135') 270'	Bolt	L	16.5	136	0%	L
Fixed stock, bipod, heavy barrel, and a 10x telescopic sight. Not affected by Error Range from ammunition. +1 Mastercraft.										
M24A3 SWS	.338 Lapua Magnum (7d8/-10)	Box:5:2	F B O	(165') 330'	Bolt	L	11.9	124	0%	L
Fixed stock, bipod, heavy barrel, 10x telescopic sight, and one 5 round magazine. Not affected by Error Range from ammunition. +1 Mastercraft.										
M2010 ESR	.300 Win Mag (7d6/-9)	Box:5:2	F B O 2T	(155') 270' - 425'	Bolt	L	12.0	150	0%	L
Fixed stock, threaded barrel, bipod, 6.5-20x adjustable telescopic sight, and two 5 round magazines. Not affected by Error Range from ammunition. +1 Mastercraft										
Mossberg MVP	5.56x45mm (5d4/-5)	Box:10 20 30:1/100:8	F B O	95'	Bolt	L	7.5	56	0%	L
Fixed stock and one 10 round magazine. Not affected by Error Range from ammunition. Uses M16/AR-15 magazines.										

Table 74: Expensive Modern Bolt Action and Sniper Rifles

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
L42A1	7.62x51mm (5d6/-6)	Box:10:1	F B O	95'	Bolt	L	9.7	63	0%	L
Fixed stock and one 10 round magazine. This weapon's magazines are not interchangeable between different guns of the same model, and when reloading with magazines, the error range increases by 25%. Not affected by Error Range from ammunition.										
Remington M700P	5.56x45mm (5d4/-5)	Int:5	F B O	135'	Bolt	L	6.0	52	0%	L
Fixed stock. Not affected by Error Range from ammunition. +1 Mastercraft.										
Ruger Precision Rifle	7.62x51mm (5d6/-6)	Box: See Text	F B O 4T	140'	Bolt	L	9.7	60	0%	L
Folding stock and a threaded barrel. Uses M14, AR-10, and AWP magazines. Not affected by Error Range from ammunition. +1 Mastercraft.										
Ruger Precision Rifle	.300 Win Mag (7d6/-9)	Box:5:2	F B O 4T	165'	Bolt	L	9.7	100	0%	L
Folding stock and a threaded barrel. Not affected by Error Range from ammunition. +1 Mastercraft.										
Ruger Precision Rifle	.338 Lapua Magnum (7d8/-10)	Box:5:2	F B O 4T	175'	Bolt	L	9.7	100	0%	L
Folding stock and a threaded barrel. Not affected by Error Range from ammunition. +1 Mastercraft.										
SIG SSG 3000	7.62x51mm (5d6/-6)	Box:4:2	F B O	100'	Bolt	L	11.9	100	0%	L
Fixed stock and one 4 round magazine. Not affected by Error Range from ammunition. +1 Mastercraft.										
Steyr Scout	5.56x45mm (5d4/-5)	Box:5:2/10:5	F B O	105'	Bolt	L	6.6	100	0%	L
Fixed stock, bipod, and two 5 round magazines. One magazine can be stored in the stock. Not affected by Error Range from ammunition. +1 Mastercraft.										
Steyr Scout	7.62x51mm (5d6/-6)	Box:5:2/10:5	F B O	105'	Bolt	L	6.6	100	0%	L
Fixed stock, bipod, and two 5 round magazines. One magazine can be stored in the stock. Not affected by Error Range from ammunition. Uses Steyr Scout Magazines. +1 Mastercraft.										
Steyr Scout	.243 Winchester (4d6+2/-6)	Box:5:2/10:5	F B O	105'	Bolt	L	6.6	100	0%	L
Fixed stock, bipod, and two 5 round magazines. One magazine can be stored in the stock. Not affected by Error Range from ammunition. Uses Steyr Scout Magazines. +1 Mastercraft.										
Remington MSR	7.62x51mm (5d6/-6)	Box:5:10/10:15	F B O 1T	195'	Bolt	L	16.5	750	0%	L
Ergonomic stock, threaded heavy match barrel, and one 5 round magazine. Not affected by Error Range from ammunition. +3 Grandmastercraft.										
Remington MSR	.300 Win Mag (7d6/-9)	Box:7:10	F B O 1T	200'	Bolt	L	16.5	750	0%	L
Ergonomic stock, threaded heavy match barrel, and one 7 round magazine. Not affected by Error Range from ammunition. +3 Grandmastercraft.										
Remington MSR	.338 Lapua Magnum (7d8/-10)	Box:5:10/10:15	F B O 1T	210'	Bolt	L	16.5	750	0%	L
Ergonomic stock, threaded heavy match barrel, and one 5 round magazine. Not affected by Error Range from ammunition. +3 Grandmastercraft.										
Anschutz 1771 13"	4.6x30mm (3d4-1/-3)	Box:4:3	F B O	75'	Bolt	L	5.5	90	0%	L
Fixed stock, threaded heavy match barrel, and one 4 round magazine. Not affected by Error Range from ammunition. +1 Mastercraft.										
Anschutz 1771 18"	4.6x30mm (3d4-1/-3)	Box:4:3	F B O	150'	Bolt	L	7.2	112	0%	L
Fixed stock, threaded heavy match barrel, and one 4 round magazine. Not affected by Error Range from ammunition. +1 Mastercraft.										
Izhmash SV-99	.22 Long Rifle (1d4/+0)	Box:5:1/10:2	F B O	65'	Bolt	L	8.3	64	0%	L
Breakdown Frame, ergonomic stock, bipod, threaded barrel, and two 5 round magazines. +2 Mastercraft.										
Lee-Enfield No. 4 Mk I	.280 British (4d6+3/-6)	Box:10:2	F B	155'	Bolt	L	8.8	40	0%	L
Fixed stock, stripper clip guide, bayonet lug, a bayonet (survival knife), and one 10 round magazine. This weapon's magazines are not interchangeable between different guns of the same model, and when reloading with magazines, the error range increases by 25%. Not affected by Error Range from ammunition. This weapon was created by Blackghost										
Steyr Scout	6.5 Creedmoor (6d4/-7)	Box:5:2/10:5	F B O	160'	Bolt	L	6.6	100	0%	L
Fixed stock, bipod, and two 5 round magazines. One magazine can be stored in the stock. Not affected by Error Range from ammunition. Uses Steyr Scout Magazines +1 Mastercraft. This weapon was created by Blackghost										
Ruger Precision Rifle	6.5 Creedmoor (6d4/-7)	Box:5:1/10:2	F B O 4T	185'	Bolt	L	9.7	60	0%	L
Folding stock, threaded barrel and one 10 round magazine. Not affected by Error Range from ammunition. Uses AWP magazines. +1 Mastercraft. This weapon was created by Blackghost										
Ruger Hawkeye Long Range Target	6.5 Creedmoor (6d4/-7)	Box:10:3	F B O	195'	Bolt	L	11.0	64	0%	L
Fixed stock, threaded barrel, heavy barrel and one 10 round magazine. Not affected by Error Range from ammunition. +1 Mastercraft. This weapon was created by Blackghost										

Table 75: Expensive Modern Bolt Action and Sniper Rifles, Cont

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Ruger American Rifle Hunter	6.5 Creedmoor (6d4/-7)	Box:5:1/10:2	F B O	190'	Bolt	L	9.2	49	0%	L
Fixed stock, threaded barrel, heavy barrel, and one 10 round magazine. Not affected by Error Range from ammunition. Uses AWP magazines. This weapon was created by Blackghost										
Ruger American Rifle Hunter	7.62x51mm (5d6/-6)	Box:5:1/10:2	F B O	135'	Bolt	L	9.2	49	0%	L
Fixed stock, threaded barrel, heavy barrel, and one 10 round magazine. Not affected by Error Range from ammunition. Uses AWP magazines. This weapon was created by Blackghost										
Barrett Fieldcraft	6.5 Creedmoor (6d4/-7)	Int:4	F B O	185'	Bolt	L	5.2	65	0%	L
Fixed stock and a threaded barrel. Not affected by Error Range from ammunition. +1 Mastercraft. This weapon was created by Blackghost										
Bergara B-14 HMR Rifle	6.5 Creedmoor (6d4/-7)	Box:5:1	F B O	185'	Bolt	L	9.7	65	0%	L
Fixed stock, threaded barrel, and one 5 round magazine. Not affected by Error Range from ammunition. This weapon was created by Blackghost										
Howa 1500 Bravo	6.5 Creedmoor (6d4/-7)	Box:5:2/10:5	F B O	175'	Bolt	L	10.2	55	0%	L
Fixed stock, threaded barrel, and one 10 round magazines. This weapon was created by Blackghost										

Table 76: Expensive Modern Bolt Action and Sniper Rifles

Modern Anti-Materiel Rifles

An Anti-materiel rifle is a rifle designed to destroy hard targets, such as equipment, vehicles, and weapons, rather than at other combatants.

Bipods are mandatory, and various telescopic sights, tactical slings, patrol slings, and ergonomic stocks are all suitable for anti-materiel rifles.

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Accuracy International AW50	.50 BMG (10d8/-16)	Box:5:12	F B O	270'	Bolt	H	33.0	300	0%	R
Fixed stock, threaded barrel, bipod, and one 5 round magazine. Not affected by Error Range from ammunition.										
Anzio Ironworks Single Shot 50	.50 BMG (10d8/-16)	Int:1	F B O	190'	Bolt	H	21.0	125	0%	R
Fixed stock, threaded barrel, and bipod. Not affected by Error Range from ammunition.										
Anzio Ironworks 50	.50 BMG (10d8/-16)	Box:3:4	F B O	200'	Bolt	H	23.0	200	0%	R
Fixed stock, threaded barrel, bipod, and one 3 round magazine. Not affected by Error Range from ammunition.										
Anzio Ironworks Mag-fed 20mm	20x102mm (12d10/-20)	Box:3:12	F B O	450'	Bolt	G	60.0	600	0%	R
Fixed stock, threaded barrel, bipod, and one 3 round magazine. Not affected by Error Range from ammunition.										
Barrett M95	.50 BMG (10d8/-16)	Box:5:10	F B O	260'	Bolt	H	23.5	240	0%	R
Fixed stock, threaded barrel, bipod, and one 5 round magazine. Not affected by Error Range from ammunition.										
Barrett M82A1 "Light Fifty"	.50 BMG (10d8/-16)	Box:10:10	F B O	220'	SL	H	30.9	300	0%	R
Fixed stock, threaded barrel, bipod and one 10 round magazine.										
Lynx GM6	12.7x108mm (10d8/-16)	Box:5:13	F B O 1T	235'	SL	L	24.3	285	0%	R
Fixed stock, threaded barrel, bipod, and two 5 round magazines.										
Zastava M12 Black Spear	12.7x108mm (10d8/-16)	Box:5:9	F B O	250'	Bolt	H	28.7	180	0%	R
Fixed stock, threaded barrel, bipod, and two 5 round magazines.										
PGM Hécaté II	.50 BMG (10d8/-16)	Box:7:5	F B O	245'	Bolt	H	30.0	190	0%	R
Fixed stock, threaded barrel, bipod, and two 7 round magazines.										
Mambi AMR	14.5x114mm (10d10/-17)	Box:5:4	F B O	270'	SL	H	28.2	274	0%	R
Permanent fixed stock, threaded barrel, bipod, and two 5 round magazines.										
MK-18 Mod 1 Mjolir	.338 Lapua Magnum (7d8/-10)	Box:10:5	F B O 1T	260'	SL	L	13.0	350	0%	L
Synthetic stock, threaded barrel, precision barrel, and one 10 round magazine. +3 Grandmastercraft.										
6P62	12.7x108mm (10d8/-16)	Box:14:4	F B	225'	SL/Auto(S)	H	33.0	290	0%	M&P
Fixed stock, threaded barrel, bipod, and one 14 round magazine.										
Barrett XM500	.50 BMG (10d8/-16)	Box:10:10	F B O	260'	SL	H	26.2	300	0%	R
Permanent Fixed stock, threaded barrel, bipod and one 10 round magazine. Uses Barrett M82A1 Magazines.										

Table 77: Modern Anti-Materiel Rifles

Early Modern Rifles

All weapons listed here have a 75% Error range due to age, and must be cleaned, repaired, and oiled to remove said error range.

Early Modern Battle Rifles

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Type 99 Rifle	7.7x58mm Arisaka (5d6+4/-8)	Int:5	F B	110'	Bolt	L	8.1	34	0%	L
Fixed stock, bayonet lug, and a bayonet (survival knife). Not affected by Error Range from ammunition.										
AVS-36	7.62x54mmR (5d6+2/-7)	Box:15:1	F B	80'	SL/Auto(F)	L	9.5	66	5%	M&P
Fixed stock, bayonet lug, bayonet (survival knife), and two 15 round magazines.										
Colt Monitor	.30-06 Springfield (6d6/-8)	Box:20:1/30:3	F B	80'	OB:Auto(S)/Auto(F)	L	19.0	75	5%	M&P
Fixed stock, permanent muzzle brake, and one 20 round magazine. Uses BAR magazines.										
Carcano Mod. 91/38	6.5x52mm Carcano (4d6+2/-6)	Clip:6	F B	155'	Bolt	L	8.6	20	0%	L
Fixed stock, two 6 round enbloc clips, and a bayonet lug. Not affected by Error Range from ammunition.										
Carcano Carbine	6.5x52mm Carcano (4d6+2/-6)	Clip:6	F B	125'	Bolt	L	6.9	16	0%	L
Fixed stock, two 6 round enbloc clips, and a folding integral bayonet. Not affected by Error Range from ammunition. Considered a carbine for the purpose of combat.										
De Lisle carbine	.45 ACP (3d4+2/-4)	Box:7:1	—	80'	Bolt	L	8.5	9	0%	R
Folding stock, permanent lvl. 3 standard quality suppressor, and two 7 round magazines. Uses 1911 magazines. Not affected by Error Range from ammunition. Considered a carbine for the purpose of combat.										
FG42	7.92x57mm Mauser (5d6+5/-8)	Box:10:2/20:5	F B O	95'	SL/Auto(F)	L	9.3	80	0%	M&P
Fixed stock, bipod and one 20 round magazine.										
Gewehr 41	7.92x57mm Mauser (5d6+5/-8)	Int:10	F B	90'	SL	L	11.0	9	20%	L
Fixed stock.										
Gewehr 43	7.92x57mm Mauser (5d6+5/-8)	Box:10:1	F B	95'	SL	L	9.7	54	5%	L
Fixed stock, stripper clip guide, and two 10 round magazines.										
Karabiner 98 kurz	7.92x57mm Mauser (5d6+5/-8)	Int:5	F B	160'	Bolt	L	8.2	21	0%	L
Fixed stock and a bayonet lug. Not affected by Error Range from ammunition.										
SMLE No. 1 Mk III*	.303 British (5d6+3/-7)	Box:10:2	F B	140'	Bolt	L	8.8	20	0%	L
Fixed stock, stripper clip guide, bayonet lug, a bayonet (survival knife), and one 10 round magazine. This weapon's magazines are not interchangeable between different guns of the same model, and when reloading with magazines, the error range increases by 25%. Not affected by Error Range from ammunition.										
Lee-Enfield No. 4 Mk I	.303 British (5d6+3/-7)	Box:10:2	F B	150'	Bolt	L	8.8	11	0%	L
Fixed stock, stripper clip guide, bayonet lug, a bayonet (survival knife), and one 10 round magazine. This weapon's magazines are not interchangeable between different guns of the same model, and when reloading with magazines, the error range increases by 25%. Not affected by Error Range from ammunition.										
Lee-Enfield No. 5 Mk I	.303 British (5d6+3/-7)	Box:10:2	F B	130'	Bolt	L	6.0	14	0%	L
"Jungle Carbine"										
Fixed stock, stripper clip guide, bayonet lug, a bayonet(survival knife), and one 10 round magazine. This weapon's magazines are not interchangeable between different guns of the same model, and when reloading with magazines, the error range increases by 25%. Not affected by Error Range from ammunition.										
M1 Carbine	.30 Carbine (3d6+1/-4)	Box:15 30:1	F B	80'	SL	L	5.2	25	5%	L
Fixed stock and two 15 round magazines. Uses M1 Carbine magazines. Considered a carbine for the purpose of combat.										
M1A1 Carbine	.30 Carbine (3d6+1/-4)	Box:15 30:1	F B	80'	SL	L	4.5	33	5%	L
Folding stock and two 15 round magazines. Uses M1 Carbine magazines. Considered a carbine for the purpose of combat.										
M2 Carbine	.30 Carbine (3d6+1/-4)	Box:15 30:1	F B	80'	SL/Auto(F)	L	5.2	30	5%	M&P
Fixed stock and two 15 round magazines. Uses M1 Carbine magazines. Considered a carbine for the purpose of combat.										
M1 Garand	.30-06 Springfield (6d6/-8)	Clip:8	F B	120'	SL	L	9.5	45	0%	L
Fixed stock, patrol sling, bayonet lug, and one 8 round clip. This weapon requires the use of its clip to function. 1 WP purchases 10 clips.										

Table 78: Early Modern Battle Rifles

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
MAS 49/56	7.5x54mm (4d6+4/-7)	Box:10:2	F B	115'	SL	L	10.6	38	0%	L
Fixed stock and two 10 round magazines.										
M1903A1 Springfield	.30-06 Springfield (6d6/-8)	Int:5	F B	150'	Bolt	L	8.8	6	0%	L
Fixed stock, bayonet lug, and a bayonet (survival knife). Not affected by Error Range from ammunition.										
M1903A3 Springfield	.30-06 Springfield (6d6/-8)	Int:5	F B	150'	Bolt	L	8.6	6	0%	L
Fixed stock, bayonet lug, and a bayonet (survival knife). Not affected by Error Range from ammunition.										
MAS 36 CR39	7.5x54mm (4d6+4/-7)	Int:5	F B	145'	Bolt	L	8.2	6	0%	L
Folding stock and a bayonet lug. Not affected by Error Range from ammunition.										
Mosin-Nagant M1891/30	7.62x54mmR (5d6+2/-7)	Int:5	F B	140'	Bolt	L	8.8	4	0%	L
Fixed stock, bayonet lug, and a bayonet (survival knife). Not affected by Error Range from ammunition.										
Mosin-Nagant M1938	7.62x54mmR (5d6+2/-7)	Int:5	F B	130'	Bolt	L	7.5	4	0%	L
Fixed stock, bayonet lug, and a bayonet (survival knife). Not affected by Error Range from ammunition.										
Mosin-Nagant M1944	7.62x54mmR (5d6+2/-7)	Int:5	F B	130'	Bolt	L	9.0	4	0%	L
Fixed stock, bayonet lug, and a permanent bayonet. Not affected by Error Range from ammunition.										
Sturmgewehr 44	7.92x33mm Kurz (3d8/-5)	Box:30:1	F B	70'	SL/Auto(M)	L	11.5	12	10%	M&P
Fixed stock and one 30 round magazine.										
SVT-40	7.62x54mmR (5d6+2/-7)	Box:10:1	F B O	90'	SL	L	8.5	8	5%	L
Fixed stock, stripper clip guide, bayonet lug, a bayonet (Survival Knife) and one 10 round magazine.										

Table 79: Early Modern Battle Rifles, Cont

Early Modern Sniper Rifles

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Type 97 Sniper Rifle	6.5x50mm Arisaka (4d6/-5)	Int:5	F B O	(110') 135'	Bolt	L	8.7	60	0%	L
Fixed stock and 2x telescopic sight. Not affected by Error Range from ammunition.										
SMLE No. 1 Mk III*	.303 British (5d6+3/-7)	Box:10:2	F B	(140') 175'	Bolt	L	10.0	55	0%	L
Fixed stock, bayonet lug, 3x telescopic sight, and one 10 round magazine. This weapon's magazines are not interchangeable between different guns of the same model, and when reloading with magazines, the error range increases by 25%. Not affected by Error Range from ammunition. Can not use stripper clips. +1 Mastercraft.										
Lee-Enfield No. 4 Mk I (T)	.303 British (5d6+3/-7)	Box:10:2	F B	(150') 185'	Bolt	L	10.0	65	0%	L
Fixed stock, bayonet lug, 3x telescopic sight, and one 10 round magazine. This weapon's magazines are not interchangeable between different guns of the same model, and when reloading with magazines, the error range increases by 25%. Not affected by Error Range from ammunition. Can not use stripper clips. +1 Mastercraft.										
Gewehr 43	7.92x57mm Mauser (5d6+5/-8)	Box:10:1	F B	(95') 120'	SL	L	9.7	54	5%	L
Fixed stock, stripper clip guide, 3x telescopic sight, and two 10 round magazines. For the purpose of feats and use, this weapon is considered to be a DMR.										
Karabiner 98 kurz	7.92x57mm Mauser (5d6+5/-8)	Int:5	F B	(160') 200'	Bolt	L	10.3	54	0%	L
Fixed stock, bayonet lug, and 3x telescopic sight. Not affected by Error Range from ammunition. Can not use stripper clips. +1 Mastercraft.										
MAS 36	7.5x54mm (4d6+4/-7)	Int:5	F B	(145') 180'	Bolt	L	9.8	45	0%	L
Fixed stock, bayonet lug, and 3x telescopic sight. Not affected by Error Range from ammunition.										
MIC Garand	.30-06 Springfield (6d6/-8)	Int:8	F B	(120') 150'	SL	L	9.4	62	0%	L
Fixed stock, 2x telescopic sight, bayonet lug, and one 8 round clip. This weapon requires the use of its clip to function. 1 WP purchases 10 clips. For the purpose of feats and use, this weapon is considered to be a DMR.										
MID Garand	.30-06 Springfield (6d6/-8)	Int:8	F B O	(120') 150'	SL	L	10.0	72	0%	L
Fixed stock, 2x telescopic sight, bayonet lug, and one 8 round clip. This weapon requires the use of its clip to function. 1 WP purchases 10 clips. For the purpose of feats and use, this weapon is considered to be a DMR.										
M1903A4 Springfield	.30-06 Springfield (6d6/-8)	Int:5	F B O	(150') 185'	Bolt	L	10.8	70	0%	L
Fixed stock and a 2x telescopic sight. Not affected by Error Range from ammunition. Can not use stripper clips.										
Mosin-Nagant M1891/30	7.62x54mmR (5d6+2/-7)	Int:5	F B O	(140') 210'	Bolt	L	8.8	30	0%	L
Fixed stock, bayonet lug, and a 4x telescopic sight. Not affected by Error Range from ammunition. Can not use stripper clips.										
Mosin-Nagant M1938	7.62x54mmR (5d6+2/-7)	Int:5	F B O	(130') 160'	Bolt	L	8.8	33	0%	L
Fixed stock, bayonet lug, and a 3x telescopic sight. Not affected by Error Range from ammunition. Can not use stripper clips.										
Mosin-Nagant M1944	7.62x54mmR (5d6+2/-7)	Int:5	F B O	(130') 160'	Bolt	L	9.0	32	0%	L
Fixed stock and a 3x telescopic sight. Not affected by Error Range from ammunition. Can not use stripper clips.										
SVT-40	7.62x54mmR (5d6+2/-7)	Box:10:1	F B O	(90') 110'	SL	L	10.1	56	5%	L
Fixed stock, stripper clip guide, 3x telescopic sight, bayonet lug, and one 10 round magazine.										

Table 80: Early Modern Sniper Rifles

Early Modern Anti-Materiel Rifles

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Boys Anti-tank Rifle	13.9x99mmB (12d8/-19)	Box:5:1	F B	170'	Bolt	H	35.0	30	0%	R
Fixed stock, bipod, and one 5 round magazine. Not affected by Error Range from ammunition.										
Panzerbüchse 39	7.92x94mm (7d8/-10)	Int:1	F B	140'	Bolt	H	25.0	23	0%	R
Folding stock and a bipod. Not affected by Error Range from ammunition.										
PTRD-41	14.5x114mm (10d10/-17)	Int:1	F B	220'	Single	H	38.0	25	0%	R
Fixed stock and a bipod. Not affected by Error Range due to ammunition										
PTRS-41	14.5x114mm (10d10/-17)	Box:5:1	F B	230'	SL	H	47.7	26	0%	R
Fixed stock and a bipod.										
Type 97 Automatic Cannon	20x125mm (12d10/-20)	Box:7:2	F B	430'	SL	H	130.0	43	0%	R
Fixed stock and a bipod.										
Solothurn S-18/100	20x105mm (12d10/-20)	Box:10:2	F B	320'	SL	H	99.0	40	0%	R
Fixed stock and a bipod.										

Table 81: Early Modern Anti-Materiel Rifles

Late Industrial Rifles

Late Industrial Battle Rifles All weapons listed here have a 75% Error range due to age, and must be cleaned, repaired, and oiled to remove said error range.

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Arisaka Type 30 Rifle	6.5x50mm Arisaka (4d6/-5)	Int:5	F B	100'	Bolt	L	8.7	30	0%	L
Fixed stock, bayonet lug, and a bayonet (survival knife). Not affected by Error Range from ammunition.										
Arisaka Type 30 Carbine	6.5x50mm Arisaka (4d6/-5)	Int:5	F B	80'	Bolt	L	7.9	30	0%	L
Fixed stock, bayonet lug, and a bayonet (survival knife). Not affected by Error Range from ammunition.										
Arisaka Type 38	6.5x50mm Arisaka (4d6/-5)	Int:5	F B	90'	Bolt	L	7.9	30	0%	L
Fixed stock, bayonet lug, and a bayonet(survival knife). Not affected by Error Range from ammunition.										
Arisaka Type 38 Carbine	6.5x50mm Arisaka (4d6/-5)	Int:5	F B	75'	Bolt	L	7.3	30	0%	L
Fixed stock, bayonet lug, and a bayonet (survival knife). Not affected by Error Range from ammunition.										
Arisaka Type 44 Carbine	6.5x50mm Arisaka (4d6/-5)	Int:5	F B	80'	Bolt	L	7.3	38	0%	L
Fixed stock, bayonet lug, and a bayonet (survival knife). Not affected by Error Range from ammunition.										
Fusil Automatique Modele 1917	8mm Lebel (5d6+1/-6)	Clip:5	F B	70'	SL	L	8.0	10	0%	L
Fixed stock and one 5 round clip. This weapon requires the use of its clip to function. 1 WP purchases 5 clips.										
Gewehr 88	7.92x57mm Mauser (5d6+5/-8)	Int:5	F B	120'	Bolt	L	8.4	5	0%	L
Fixed stock, bayonet lug, and a bayonet (survival knife). Not affected by Error Range from ammunition.										
Gewehr 98	7.92x57mm Mauser (5d6+5/-8)	Int:5	F B	160'	Bolt	L	9.0	7	0%	L
Fixed stock, bayonet lug, and a bayonet (survival knife). Not affected by Error Range from ammunition.										
KB wz. 98A	7.92x57mm Mauser (5d6+5/-8)	Int:5	F B	160'	Bolt	L	9.6	7	0%	L
Fixed stock, bayonet lug, and a bayonet (survival knife). Not affected by Error Range from ammunition.										
Krag-Jørgensen	.30-40 Krag (5d6+4/-8)	Int:5	F B	140'	Bolt	L	8.4	60	0%	L
Fixed stock, bayonet lug, and a bayonet (survival knife). Not affected by Error Range from ammunition. Weapon can have +1 round when reloading.										
Lebel Model 1886	8mm Lebel (5d6+1/-6)	Int:8	F B	130'	Bolt	L	9.7	8	0%	L
Fixed stock, bayonet lug, and a bayonet (survival knife). Not affected by Error Range from ammunition.										
M1895 Lee Navy	6mm Lee Navy (5d4+2/-6)	Int:5	F B	120'	Bolt	L	8.3	60	0%	L
Fixed stock and a bayonet lug. Not affected by Error Range from ammunition.										
M1903 Springfield	.30-06 Springfield (6d6/-8)	Int:5	F B	150'	Bolt	L	9.5	25	0%	L
Fixed stock, bayonet lug, and a bayonet (survival knife). Not affected by Error Range from ammunition.										
M1917 Enfield	.30-06 Springfield (6d6/-8)	Int:6	F B	140'	Bolt	L	11.1	34	0%	L
Fixed stock, bayonet lug, and a bayonet (survival knife). Not affected by Error Range from ammunition.										
Mondragón rifle M1908	7x57mm Mauser (5d6+2/-7)	Box:8:1/10:2/20:3	F B	90'	SL	L	9.2	16	0%	L
Box:30:4										
Fixed stock, bayonet lug, and one 10 round magazine. Not affected by Error Range from ammunition.										

Table 82: Late Industrial Battle Rifles

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Pattern 1914 Enfield	.303 British (5d6+3/-7)	Int:5	F B	150'	Bolt	L	9.4	6	0%	L
Fixed stock. Not affected by Error Range from ammunition. +1 Mastercraft.										
Springfield M1892 Rifle	.30-40 Krag (5d6+4/-8)	Int:5	F B	140'	Bolt	L	10.0	60	0%	L
Fixed stock, bayonet lug, and a bayonet (survival knife). Not affected by Error Range from ammunition. Weapon can have +1 round when reloading.										
Springfield M1898 Rifle	.30-40 Krag (5d6+4/-8)	Int:5	F B	160'	Bolt	L	8.4	8	0%	L
Fixed stock, bayonet lug, and a bayonet (survival knife). Not affected by Error Range from ammunition. Weapon can have +1 round when reloading.										
Ross Rifle	.303 British (5d6+3/-7)	Int:5	F B	140'	Bolt	L	8.6	9	20%	L
Fixed stock. Not affected by Error Range from ammunition. +1 Mastercraft.										
Berthier Rifle	8mm Lebel (5d6+1/-6)	Clip:5	F B	135'	Bolt	L	9.0	7	0%	L
Fixed stock and one 5 round clip. This weapon requires the use of its clip to function. Not affected by Error Range from ammunition. 1 WP purchases 3 clips.										
Schimdt-Rubin Model 1911 Rifle	7.5x55mm Swiss (5d6+5/-8)	Int:11	F B	135'	Bolt	L	9.0	15	0%	L
Fixed stock and a bayonet lug. Not affected by Error Range from ammunition. +1 Mastercraft.										
Schimdt-Rubin Model 1911 Carbine	7.5x55mm Swiss (5d6+5/-8)	Int:11	F B	135'	Bolt	L	9.0	16	0%	L
Fixed stock and a bayonet lug. Not affected by Error Range from ammunition. +1 Mastercraft.										
SMLE No. 1 Mk III	.303 British (5d6+3/-7)	Box:10:2	F B	140'	Bolt	L	8.8	20	0%	L
Fixed stock, stripper clip guide, bayonet lug, a bayonet (survival knife), and one 10 round magazine. This weapon's magazines are not interchangeable between different guns of the same model, and when reloading with magazines, the error range increases by 25%. Not affected by Error Range from ammunition.										
Winchester 1895	See Text	Int:5	F B	120'	Lever	L	9.0	16	0%	L
This firearm can be purchased in one of the following calibers: 7.62x54mmR (5d6+2/-7), .303 British (5d6+3/-7), .30-40 Krag (5d6+4/-8), 7.92x57mm Mauser (5d6+5/-8) or .30-06 Springfield (6d6/-8). Fixed stock. Not affected by Error Range from ammunition. Can use stripper clips to reload.										
Martini-Enfield	.303 British (5d6+3/-7)	Int:1	F B	160'	Single	L	8.5	13	0%	L
Fixed stock. Not affected by Error Range from ammunition.										

Table 83: Late Industrial Battle Rifles, Cont

Industrial Carbines and Long Rifles

All weapons listed here have an 85% Error range due to age, and must be cleaned, repaired, and oiled to remove said error range. Long Rifles, for the purposes of combat, are target rifles. Carbine Rifles, for the purposes of combat, are carbine rifles.

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Henry Rifle (Long Rifle) Fixed stock. Not affected by Error Range from ammunition.	.44 Henry (2d6+1/-2)	Int:15	F	70'	Lever	L	9.3	22	0%	L
Remington Rolling Block (Long Rifle) This firearm can be purchased in one of the following calibers: .45-70 Government (3d10/-6), 8mm Lebel (5d6+1/-6), .303 British (5d6+3/-7), .30-40 Krag (5d6+4/-8), 7.62x54mmR (5d6+2/-7), or 7x57mm Mauser (5d6+2/-7) Fixed stock. Not affected by Error Range from ammunition.	See Text	Int:1	F B	60'	Single	L	9.3	16	0%	L
Sharps 1863 Carbine (Carbine Rifle) Fixed stock. Not affected by Error Range from ammunition.	.50-70 Government (3d10+5/-8)	Int:1	F B	65'	Single	L	9.5	45	0%	L
Sharps 1873 Rifle (Long Rifle) Fixed stock. Not affected by Error Range from ammunition.	.45-70 Government (3d10/-6)	Int:1	F B	70'	Single	L	10.0	44	0%	L
Sharps 1874 Long Range Rifle (Long Rifle) Fixed stock. Not affected by Error Range from ammunition.	.45-70 Government (3d10/-6)	Int:1	F B	85'	Single	L	10.8	40	0%	L
Spencer Repeating Rifle (Long Rifle) Fixed stock. Not affected by Error Range from ammunition.	.56-56 Spencer (2d10+5/-6)	Int:7	F B	80'	Lever	L	10.0	85	0%	L
Spencer Repeating Carbine (Carbine Rifle) Fixed stock. Not affected by Error Range from ammunition.	.56-56 Spencer (2d10+5/-6)	Int:7	F B	60'	Lever	L	9.0	70	0%	L
Springfield M1871 Rolling Block (Long Rifle) Fixed stock. Not affected by Error Range from ammunition.	.50-70 Government (3d10+5/-8)	Int:1	F B	90'	Single	L	10.0	70	0%	L
Springfield M1873 (Long Rifle) Fixed stock. Not affected by Error Range from ammunition.	.45-70 Government (3d10/-6)	Int:1	F B	90'	Single	L	9.8	65	0%	L
Winchester Model 1873 Carbine (Carbine Rifle) Fixed stock. Not affected by Error Range from ammunition.	.32-20 Winchester (1d10/-3)	Int:12	F B	60'	Lever	L	8.0	35	0%	L
Winchester Model 1873 Carbine (Carbine Rifle) Fixed stock. Not affected by Error Range from ammunition.	.38-40 Winchester (1d6+5/-3)	Int:12	F B	60'	Lever	L	8.0	35	0%	L
Winchester Model 1873 Carbine (Carbine Rifle) Fixed stock. Not affected by Error Range from ammunition.	.44-40 Winchester (1d10+5/-5)	Int:12	F B	60'	Lever	L	8.0	35	0%	L
Winchester Model 1873 Rifle (Long Rifle) Fixed stock. Not affected by Error Range from ammunition.	.32-20 Winchester (1d10/-3)	Int:15	F B	70'	Lever	L	8.0	40	0%	L
Winchester Model 1873 Rifle (Long Rifle) Fixed stock. Not affected by Error Range from ammunition.	.38-40 Winchester (1d6+5/-3)	Int:15	F B	70'	Lever	L	9.0	40	0%	L
Winchester Model 1873 Rifle (Long Rifle) Fixed stock. Not affected by Error Range from ammunition.	.44-40 Winchester (1d10+5/-5)	Int:15	F B	70'	Lever	L	9.0	40	0%	L
Winchester Model 1866 Carbine (Carbine Rifle) Fixed stock. Not affected by Error Range from ammunition.	.44 Henry (2d6+1/-2)	Int:12	F B	60'	Lever	L	9.0	35	0%	L
Winchester Model 1866 Rifle (Long Rifle) Fixed stock. Not affected by Error Range from ammunition.	.44 Henry (2d6+1/-2)	Int:15	F B	70'	Lever	L	9.0	40	0%	L
Winchester Model 1892 Rifle (Long Rifle) Fixed stock. Not affected by Error Range from ammunition.	.44-40 Winchester (1d10+5/-5)	Int:15	F B	70'	Lever	L	9.0	40	0%	L

Table 84: Industrial Carbines and Long Rifles

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Winchester Model 1892 Carbine (Carbine Rifle)	.44-40 Winchester (1d10+5/-5)	Int:12	F B	60'	Lever	L	9.0	35	0%	L
Fixed stock. Not affected by Error Range from ammunition.										
Winchester Model 1892 Rifle (Long Rifle)	.32-20 Winchester (1d10/-3)	Int:15	F B	70'	Lever	L	9.0	40	0%	L
Fixed stock. Not affected by Error Range from ammunition.										
Winchester Model 1892 Carbine (Carbine Rifle)	.32-20 Winchester (1d10/-3)	Int:12	F B	60'	Lever	L	9.0	35	0%	L
Fixed stock. Not affected by Error Range from ammunition.										
Winchester Model 1894 (Long Rifle)	.30-30 Winchester (4d6+1/-5)	Int: 8	F B	80'	Lever	L	6.8	29	0%	L
Fixed stock. Not affected by Error Range from ammunition.										
Winchester Model 1894 (Carbine Rifle)	.30-30 Winchester (4d6+1/-5)	Int: 6	F B	65'	Lever	L	6.8	29	0%	L
Fixed stock. Not affected by Error Range from ammunition.										
Winchester Model 1892 Rifle (Long Rifle)	.38-40 Winchester (1d6+5/-3)	Int:15	F B	70'	Lever	L	9.0	40	0%	L
Fixed stock. Not affected by Error Range from ammunition.										
Winchester Model 1892 Carbine (Carbine Rifle)	.38-40 Winchester (1d6+5/-3)	Int:12	F B	60'	Lever	L	9.0	35	0%	L
Fixed stock. Not affected by Error Range from ammunition.										
Winchester Model 1886 Rifle (Long Rifle)	.45-70 Government (3d10/-6)	Int:9	F B	85'	Lever	L	9.0	50	0%	L
Fixed stock. Not affected by Error Range from ammunition.										

Table 85: Industrial Carbines and Long Rifles, Cont

Shotguns

“Over the centuries, mankind has tried many ways of combating the forces of evil... prayer, fasting, good works and so on. Up until Doom, no one seemed to have thought about the double-barrel shotgun. Eat leaden death, demon.” —Terry Pratchett

A shotgun (also known as a scattergun and peppergun, or historically as a fowling piece) is a firearm that is usually designed to be fired from the shoulder, which uses the energy of a fixed shell to fire a number of small spherical pellets called shot, or a solid projectile called a slug.

Modern Sporting Shotguns

A sporting shotgun is a shotgun that focuses on accuracy, rather than ammo capacity. Sporting shotguns are simple to maintain, use, and clean. Most sporting shotguns are aimed at a particular sport, usually game hunting, for rifled barrels using slugs, or for fowl and clay shooting, with choked barrels. Sporting shotguns usually have lower capacities than their combat counterparts, but also less expensive, as they don't have to take the daily beatings of a combat shotgun, and thus don't need to be over engineered as such.

Cheap Modern Sporting Shotguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Harrington & Richardson Pardner Turkey	10 Gauge (7d6/-9)	Int:1	F B	50'	Single	L	9.0	11	0%	L
Fixed stock and a smoothbore barrel. Not affected by Error Range from ammunition.										
Harrington & Richardson Topper Trap	12 Gauge (5d6/-6)	Int:1	F B	50'	Single	L	5.8	14	0%	L
Fixed stock and a removable choke barrel. Not affected by Error Range from ammunition.										
Harrington & Richardson Topper	12 Gauge (5d6/-6)	Int:1	F B	55'	Single	L	5.8	4	0%	L
Fixed stock and a smoothbore barrel. Not affected by Error Range from ammunition.										
Harrington & Richardson Topper	20 Gauge (4d6/-5)	Int:1	F B	55'	Single	L	5.8	5	0%	L
Fixed stock and a smoothbore barrel. Not affected by Error Range from ammunition.										
Harrington & Richardson Topper	.410 Bore (3d4+1/-3)	Int:1	F B	55'	Single	L	5.8	5	0%	L
Fixed stock and a smoothbore barrel. Not affected by Error Range from ammunition.										
Maverick 88 Slug	12 Gauge (5d6/-6)	Int:5	F B	45'	Pump	L	7.0	13	10%	L
Fixed stock and a slug barrel. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition.										
Maverick 88 Field	12 Gauge (5d6/-6)	Int:5	F B	45'	Pump	L	7.0	11	10%	L
Fixed stock and a choked barrel. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition.										
Mossberg 505 Youth	.410 Bore (3d4+1/-3)	Int:4	F B	35'	Pump	L	5.0	15	0%	L
Fixed stock and a smoothbore barrel. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition.										
Mossberg 595	12 Gauge (5d6/-6)	Box:2:2/5:3	F B	40'	Bolt	L	7.0	13	0%	L
Fixed stock and a smoothbore barrel. Not affected by Error Range from ammunition.										
Stevens Model 59	.410 Bore (3d4+1/-3)	Int:6	F B	40'	Bolt	L	5.5	11	0%	L
Fixed stock and a smoothbore barrel. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition.										
Hatfield SAS	12 Gauge (5d6/-6)	Int:4	F B	45'	SL	L	7.7	10	20%	L
Fixed stock, buttpad, and a removable choke barrel. This weapon was created by Expletive.										
Hatfield SAS	20 Gauge (4d6/-5)	Int:4	F B	45'	SL	L	7.0	10	20%	L
Fixed stock, buttpad, and a removable choke barrel. This weapon was created by Expletive.										
Baikal MP-94 Sever Combination Gun	20 Gauge (4d6/-5) and See Text	Int:1 Int:1	F B	65'	Single/Double	L	7.5	13	0%	L
Fixed stock and a permanent smoothbore barrel. Not affected by Error Range from ammunition. This firearm can be purchased with one of the barrels in one of the following calibers: .22 Long Rifle (1d4/+0) and .22 Short (1d2/+0), or .22 WMR (2d4+2/-2).										
Baikal MP-94 Combination Gun	12 Gauge (5d6/-6) and See Text	Int:1 Int:1	F B	65'	Single/Double	L	7.5	13	0%	L
Fixed stock and a permanent smoothbore barrel. Not affected by Error Range from ammunition. This firearm can be purchased with one of the barrels in one of the following calibers: 5.56x45mm (5d4/-5), 7.62x51mm (5d6/-6), 7.62x39mm (4d6+2/-6), 7.62x54mmR (5d6+2/-7) or .30-06 Springfield (6d6/-8).										

Table 86: Cheap Modern Sporting Shotguns

Mid-range Modern Sporting Shotguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Adler A110 Hunter	See Text	Int:7	F B	55'	Lever	L	8.5	26	0%	L
This firearm can be purchased in one of the following calibers: 12 Gauge (5d6/-6) or 20 Gauge (4d6/-5). Fixed stock, three round shotgun magazine tube upgrade, and a combat cut removable choke barrel. Not affected by Error Range from ammunition.										
Adler A110 Hunter	.410 Bore (3d4+1/-3)	Int:5	F B	55'	Lever	L	8.5	26	0%	L
Fixed stock and a combat cut removable choke barrel. Not affected by Error Range from ammunition.										
Benelli Black Eagle	12 Gauge (5d6/-6)	Int:4	F B	60'	SL	L	7.3	30	0%	L
Fixed stock and a smoothbore barrel.										
Benelli Nova Pump Field	12 Gauge (5d6/-6)	Int:4	F B	60'	Pump	L	8.0	23	0%	L
Fixed stock and a smoothbore barrel. Not affected by Error Range from ammunition.										
Benelli Nova Pump Field	20 Gauge (4d6/-5)	Int:4	F B	60'	Pump	L	6.6	22	0%	L
Fixed stock and a smoothbore barrel. Not affected by Error Range from ammunition.										
Benelli Supernova	12 Gauge (5d6/-6)	Int:4	F B	65'	Pump	L	8.0	25	0%	L
Fixed stock and a smoothbore barrel. Not affected by Error Range from ammunition. +1 Mastercraft.										
Benelli Supernova Slug	12 Gauge (5d6/-6)	Int:4	F B	60'	Pump	L	8.0	30	0%	L
Fixed stock and a slug barrel. Not affected by Error Range from ammunition.										
Mossberg 500	12 Gauge (5d6/-6)	Int:5	F B	45'	Pump	L	7.0	21	0%	L
Fixed stock and a smoothbore barrel. Not affected by Error Range from ammunition.										
Mossberg 505 Youth	20 Gauge (4d6/-5)	Int:4	F B	40'	Pump	L	5.6	18	0%	L
Fixed stock and a smoothbore barrel. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition.										
Mossberg 535 Slugster	12 Gauge (5d6/-6)	Int:5	F B	50'	Pump	L	7.0	20	0%	L
Fixed stock and a slug barrel. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition.										
Mossberg 535 Waterfowl	12 Gauge (5d6/-6)	Int:5	F B	40'	Pump	L	8.0	20	0%	L
Fixed stock and a choked barrel. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition.										
Mossberg 930	12 Gauge (5d6/-6)	Int:5	F B	45'	SL	L	8.0	25	5%	L
Fixed stock and a smoothbore barrel.										
Mossberg 930 Slugster	12 Gauge (5d6/-6)	Int:4	F B	50'	SL	L	8.0	28	5%	L
Fixed stock and a slug barrel.										
Mossberg 930 Waterfowl	12 Gauge (5d6/-6)	Int:4	F B	40'	SL	L	7.8	28	5%	L
Fixed stock and a choked barrel.										
Mossberg SA20 Autoloader	20 Gauge (4d6/-5)	Int:4	F B	50'	SL	L	8.0	20	5%	L
Fixed stock and a smoothbore barrel.										
Maverick Arms Hunter Field Over & Under	12 Gauge (5d6/-6)	Int:1 Int:1	F 2B	55'	OxU: Single/Double	L	8.0	20	0%	L
Fixed stock and two smoothbore barrels. Not affected by Error Range from ammunition.										
MTs255-12	12 Gauge (5d6/-6)	Cyl:5	F B	45'	SL	L	8.1	16	0%	L
Fixed stock and a choked barrel. Not affected by Error Range from ammunition.										
MTs255-20	20 Gauge (4d6/-5)	Cyl:5	F B	45'	SL	L	7.4	16	0%	L
Fixed stock and a choked barrel. Not affected by Error Range from ammunition.										
MTs255-.410	.410 Bore (3d4+1/-3)	Cyl:5	F B	45'	SL	L	6.8	16	0%	L
Fixed stock and a choked barrel. Not affected by Error Range from ammunition.										
Remington 870 Express	12 Gauge (5d6/-6)	Int:4	F B	45'	Pump	L	7.2	21	0%	L
Fixed stock and a smoothbore barrel. Not affected by Error Range from ammunition.										

Table 87: Mid-range Modern Sporting Shotguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Remington 870 Express Slug	12 Gauge (5d6/-6)	Int:4	F B	45'	Pump	L	7.0	23	0%	L
Fixed stock and a slug barrel. Not affected by Error Range from ammunition.										
Remington 870 Express Turkey	12 Gauge (5d6/-6)	Int:4	F B	45'	Pump	L	7.0	23	0%	L
Fixed stock and a choked barrel. Not affected by Error Range from ammunition.										
Remington 870 Express	20 Gauge (4d6/-5)	Int:4	F B	40'	Pump	L	7.0	18	0%	L
Fixed stock and a smoothbore barrel. Not affected by Error Range from ammunition.										
Remington 870 Express Slug	20 Gauge (4d6/-5)	Int:4	F B	40'	Pump	L	7.0	19	0%	L
Fixed stock and a slug barrel. Not affected by Error Range from ammunition.										
Remington 870 Express Turkey	20 Gauge (4d6/-5)	Int:4	F B	45'	Pump	L	7.0	19	0%	L
Fixed stock and a choked barrel. Not affected by Error Range from ammunition.										
Rossi Rio Grande	.410 Bore (3d4+1/-3)	Int:6	F B O	55'	Lever	L	6.8	23	0%	L
Fixed stock and a smoothbore barrel. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition.										
Stoeger Coach Gun	12 Gauge (5d6/-6)	Int:1 Int:1	F 2B	55'	SxS: Single/Double	L	6.5	20	0%	L
Fixed stock and two smoothbore barrels. Not affected by Error Range from ammunition.										
Stoeger Coach Gun	20 Gauge (4d6/-5)	Int:1 Int:1	F 2B	50'	SxS: Single/Double	L	6.4	20	0%	L
Fixed stock and two smoothbore barrels. Not affected by Error Range from ammunition.										
Stoeger Coach Gun	.410 Bore (3d4+1/-3)	Int:1 Int:1	F 2B	40'	SxS: Single/Double	L	6.3	20	0%	L
Fixed stock and two smoothbore barrels. Not affected by Error Range from ammunition.										
Stoeger Coach Gun Single Trigger	12 Gauge (5d6/-6)	Int:2	F 2B	55'	SxS: SL	L	6.5	20	0%	L
Fixed stock and two smoothbore barrels. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition.										
Stoeger Coach Gun Single Trigger	20 Gauge (4d6/-5)	Int:2	F 2B	50'	SxS: SL	L	6.4	20	0%	L
Fixed stock and two smoothbore barrels. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition.										
TOZ-106	20 Gauge (4d6/-5)	Box:2:1/4:2	F B	45'	Bolt	M	5.5	22	0%	L
Folding stock, combat cut smoothbore barrel, and one 2 round magazine. Not affected by Error Range from ammunition.										
Universal Wing Goose Gun	10 Gauge (7d6/-9)	Int:1 Int:1	F 2B	55'	SxS: Single/Double	L	9.5	18	0%	L
Fixed stock and two smoothbore barrels. Not affected by Error Range from ammunition.										
Winchester Model 1887	12 Gauge (5d6/-6)	Int:4	F B	45'	Lever	L	8.1	30	0%	L
Fixed stock and a smoothbore barrel. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition.										
Winchester Model 1200	12 Gauge (5d6/-6)	Int:4	F B	40'	Pump	L	9.5	18	0%	L
Fixed stock and a smoothbore barrel. Not affected by Error Range from ammunition.										
Winchester Model 1200	20 Gauge (4d6/-5)	Int:4	F B	40'	Pump	L	9.5	18	0%	L
Fixed stock and a smoothbore barrel. Not affected by Error Range from ammunition.										
Winchester Model 1200	16 Gauge (4d6+3/-6)	Int:4	F B	40'	Pump	L	9.5	18	0%	L
Fixed stock and a smoothbore barrel. Not affected by Error Range from ammunition.										
Hi Standard Flite King K100	See Text	Int:3	F B	50'	Pump	L	10.0	15	0%	L
This firearm can be purchased in one of the following calibers: 12 Gauge (5d6/-6), 20 Gauge (4d6/-5), 16 Gauge (4d6+3/-6) or .410 Bore (3d4+1/-3). Can't take ext. shotgun magazine tube upgrade. Fixed stock and a choked barrel. Not affected by Error Range from ammunition.										

Table 88: Mid-range Modern Sporting Shotguns, Cont

Expensive Modern Sporting Shotguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Armsport 2700 Fixed stock and two smoothbore barrels	10 Gauge (7d6/-9)	Int:1 Int:1	F 2B	65'	OxU: Single/Double	L	9.8	75	0%	L
Benelli M2 Field Fixed stock and a smoothbore barrel.	12 Gauge (5d6/-6)	Int:5	F B	50'	SL	L	7.2	40	0%	L
Benelli M2 Field Slug Fixed stock and a slug barrel.	12 Gauge (5d6/-6)	Int:5	F B	60'	SL	L	7.2	40	0%	L
Benelli Super Sport Fixed stock and a smoothbore barrel. +1 Mastercraft.	12 Gauge (5d6/-6)	Int:5	F B	65'	SL	L	7.3	100	0%	L
Beretta Silver Pigeon Fixed stock and two smoothbore barrels. Not affected by Error Range from ammunition. +3 Grandmastercraft.	12 Gauge (5d6/-6)	Int:1 Int:1	F 2B	70'	OxU: Single/Double	L	7.5	150	0%	L
Beretta 686 Sporting Fixed stock and two smoothbore barrels. Not affected by Error Range from ammunition. +2 Grandmastercraft.	12 Gauge (5d6/-6)	Int:1 Int:1	F 2B	60'	OxU: Single/Double	L	8.3	75	0%	L
Beretta A400 This firearm can be purchased in one of the following calibers: 12 Gauge (5d6/-6) or, 20 Gauge (4d6/-5). Fixed stock and a removable choke barrel. +2 Mastercraft.	See Text	Int:5	F B	65'	SL	L	7.9	85	0%	L
Beretta A300 This firearm can be purchased in one of the following calibers: 12 Gauge (5d6/-6) or, 20 Gauge (4d6/-5). Fixed stock and a smoothbore barrel. +1 Mastercraft.	See Text	Int:5	F B	50'	SL	L	7.9	50	0%	L
Browning BPS 10 Gauge Fixed stock and a smoothbore barrel. Not affected by Error Range from ammunition.	10 Gauge (7d6/-9)	Int:4	F B	45'	Pump	L	10.6	35	0%	L
Browning Gold Micro Fixed stock and a smoothbore barrel.	20 Gauge (4d6/-5)	Int:6	F B	50'	SL	L	7.4	34	0%	L
Browning Gold Upland Fixed stock and a smoothbore barrel.	12 Gauge (5d6/-6)	Int:5	F B	50'	SL	L	6.8	40	0%	L
Browning A-Bolt Fixed stock and a smoothbore barrel. +1 Mastercraft. Can't take ext. shotgun magazine tube upgrade.	12 Gauge (5d6/-6)	Int:3	F B	60'	Bolt	L	7.0	56	0%	L
Henry Lever Action Shotgun Fixed stock and a smoothbore barrel.	.410 Bore (3d4+1/-3)	Int:5	F B	45'	Lever	L	7.3	45	0%	L
Ithaca Mag-10 Fixed stock and a smoothbore barrel.	10 Gauge (7d6/-9)	Int:2	F B	60'	SL	L	11.3	60	0%	L
Ithaca Model 37 Deerslayer Fixed stock and a smoothbore barrel. Not affected by Error Range from ammunition.	12 Gauge (5d6/-6)	Int:4	F B	55'	Pump/Slam	L	9.0	40	0%	L
Mossberg Onyx Side By Side Field Fixed stock and two smoothbore barrels. Not affected by Error Range from ammunition. +1 Mastercraft.	12 Gauge (5d6/-6)	Int:1 Int:1	F 2B	55'	SxS: Single/Double	L	8.0	41	0%	L
Remington 1100 Sporting Fixed stock and a smoothbore barrel. +1 Mastercraft.	12 Gauge (5d6/-6)	Int:4	F B	60'	SL	L	8.0	45	5%	L
Remington 1100 Sporting Fixed stock and a smoothbore barrel. +1 Mastercraft.	16 Gauge (4d6+3/-6)	Int:4	F B	60'	SL	L	8.0	45	5%	L
Remington 1100 Sporting Fixed stock and a smoothbore barrel. +1 Mastercraft.	20 Gauge (4d6/-5)	Int:4	F B	60'	SL	L	8.0	45	5%	L
Remington 1100 Sporting Fixed stock and a smoothbore barrel. +1 Mastercraft.	.410 Bore (3d4+1/-3)	Int:4	F B	50'	SL	L	7.0	45	5%	L
Remington Model SP-10 Fixed stock and a smoothbore barrel.	10 Gauge (7d6/-9)	Int:3	F B	65'	SL	L	8.9	48	5%	L

Table 89: Expensive Modern Sporting Shotguns

Modern Combat Shotguns

A combat shotgun is a shotgun that focuses on close quarters combat and capacity, rather than precision. Combat shotguns typically have much shorter barrels than shotguns for hunting and usually, though not always, have magazines of modified design to hold more than the 3 to 5 shots normal with sporting or hunting shotguns. Most combat shotguns have tubular magazines to hold the cartridges, mounted underneath the barrel, identical to those of hunting shotguns except for being longer to hold more ammunition, though some recent designs have detachable box magazines. Because of these, combat shotguns can tend to be more expensive than their sporting counterparts.

Cheap Modern Combat Shotguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Benelli Nova Pump Tactical	12 Gauge (5d6/-6)	Int:4	F B	45'	Pump	L	6.9	20	0%	L
Fixed stock and a combat cut smoothbore barrel. Not affected by Error Range from ammunition.										
Harrington & Richardson Pardner Pump Protector	12 Gauge (5d6/-6)	Int:5	F B	40'	Pump	L	7.5	10	5%	L
Fixed stock and a combat cut smoothbore barrel. Not affected by Error Range from ammunition.										
Harrington & Richardson Pardner Pump Protector	20 Gauge (4d6/-5)	Int:5	F B	40'	Pump	L	7.5	10	5%	L
Fixed stock and a smoothbore barrel. Not affected by Error Range from ammunition.										
Ithaca 37 Defense	12 Gauge (5d6/-6)	Int:5	F B	45'	Pump/Slam	L	6.5	12	0%	L
Fixed stock and a smoothbore barrel. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition.										
Ithaca 37 Defense	20 Gauge (4d6/-5)	Int:5	F B	45'	Pump/Slam	L	6.5	11	0%	L
Fixed stock and a smoothbore barrel. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition.										
Ithaca 37 Shockwave	12 Gauge (5d6/-6)	Int:4	F B	25'	Pump/Slam	M	5.9	24	0%	L
Pistol grip and a coach cut smoothbore barrel. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition. -4 to Stealth to hide weapon.										
Maverick 88 Security	12 Gauge (5d6/-6)	Int:5	F B	45'	Pump	L	7.0	10	10%	L
Fixed stock and a combat cut smoothbore barrel. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition.										
Mossberg 590 Shockwave	See Text	Int:5	F B	30'	Pump	M	5.3	22	0%	L
This firearm can be purchased in one of the following calibers: 12 Gauge (5d6/-6), 20 Gauge (4d6/-5) or .410 Bore (3d4+1/-3). Pistol grip and a coach cut smoothbore barrel. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition. -4 to Stealth to hide weapon.										
Winchester 1300 Defender	12 Gauge (5d6/-6)	Int:7	F B	50'	Pump	L	10.3	20	0%	L
Fixed stock, three round shotgun magazine tube upgrade, and a combat cut smoothbore barrel. Not affected by Error Range from ammunition.										
Hi Standard Flite King K1200 Riot	12 Gauge (5d6/-6)	Int:6	F B	45'	Pump	L	10.6	17	0%	L
Fixed stock and a smoothbore barrel. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition.										
Mossberg 500 Tactical Cruiser	12 Gauge (5d6/-6)	Int:8	F B	45'	Pump	M	7.8	24	0%	L
Pistol grip and a combat cut smoothbore barrel. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition. -7 to Stealth to hide weapon.										
Mossberg 500 Tactical	12 Gauge (5d6/-6)	Int:8	F B	45'	Pump	L	8.1	24	0%	L
Fixed stock and a combat cut smoothbore barrel. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition.										

Table 90: Cheap Modern Combat Shotguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Norinco M98	12 Gauge (5d6/-6)	Int:5	F B	45'	Pump	L	7.5	8	10%	L
Fixed stock and a combat cut smoothbore barrel. Not affected by Error Range from ammunition.										
Stoeger M3000 Defense	12 Gauge (5d6/-6)	Int:4	F B	45'	SL	L	7.5	8	15%	L
Fixed stock and a combat cut smoothbore barrel.										
Saiga 410	.410 Bore (3d4+1/-3)	Box:2 4 10:1/15:2/30:5	F B	40'	SL	L	7.5	12	0%	L
Fixed stock, combat cut smoothbore barrel and two 2 round magazines.										
Stoeger Double Defense	12 Gauge (5d6/-6)	Int:2	F 2B O 1T	45'	SxS: SL	L	7.0	20	0%	L
Fixed stock and two combat cut smoothbore barrels. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition.										
Stoeger Double Defense	20 Gauge (4d6/-5)	Int:2	F 2B O 1T	40'	SxS: SL	L	6.4	20	0%	L
Fixed stock and two combat cut smoothbore barrels. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition.										
Stoeger Double Defense	12 Gauge (5d6/-6)	Int:2	F 2B O 2T	45'	OxU: SL	L	7.1	19	0%	L
Fixed stock and two combat cut smoothbore barrels. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition.										
Stoeger Double Defense	20 Gauge (4d6/-5)	Int:2	F 2B O 2T	40'	OxU: SL	L	6.6	17	0%	L
Fixed stock and two combat cut smoothbore barrels. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition.										

Table 91: Cheap Modern Combat Shotguns, Cont

Expensive Modern Combat Shotguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
AA-12	12 Gauge (5d6/-6)	Box:8:2/20:4/32:6	F B	45'	OB: SL/Auto(S)	L	15.0	55	5%	M&P
Permanent buffer stock, combat cut smoothbore barrel, and one 8 round magazine.										
Adler A110 Shorty	See Text	Int:4	F B	35'	Lever	M	6.2	30	0%	L
This firearm can be purchased in one of the following calibers: 12 Gauge (5d6/-6) or 20 Gauge (4d6/-5). Pistol grip and a coach cut smoothbore barrel. Not affected by Error Range from ammunition.										
Armsel Protecta Striker	12 Gauge (5d6/-6)	Int:12	F B	45'	SL	L	9.8	35	5%	L
Folding stock, vertical foregrip, and a combat cut smoothbore barrel. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition.										
Armsel Protecta Bulldog	12 Gauge (5d6/-6)	Int:12	F B	40'	SL	L	9.4	30	5%	L
Pistol grip, vertical foregrip, and a combat cut smoothbore barrel. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition.										
Benelli M1 Super 90	See Text	Int:7	F B	50'	SL	L	7.0	50	0%	L
This firearm can be purchased in one of the following calibers: 12 Gauge (5d6/-6) or 20 Gauge (4d6/-5). Fixed stock, three round shotgun magazine tube upgrade, and a combat cut smoothbore barrel.										
Benelli M2 Tactical	See Text	Int:5	F B	45'	SL	L	6.7	40	0%	L
This firearm can be purchased in one of the following calibers: 12 Gauge (5d6/-6) or 20 Gauge (4d6/-5). Fixed stock, one round shotgun magazine tube upgrade, and a combat cut smoothbore barrel.										
Benelli M2 Tactical NFA	See Text	Int:5	F B	30'	SL	L	6.4	65	0%	L
This firearm can be purchased in one of the following calibers: 12 Gauge (5d6/-6) or 20 Gauge (4d6/-5). Fixed stock, one round shotgun magazine tube upgrade, and a coach cut smoothbore barrel.										
Benelli M3 Super 90	See Text	Int:7	F B	50'	SL/Pump	L	7.2	50	0%	L
This firearm can be purchased in one of the following calibers: 12 Gauge (5d6/-6) or 20 Gauge (4d6/-5). Fixed stock, three round shotgun magazine tube upgrade, and a combat cut smoothbore barrel. Not affected by Error Range due to ammunition when using pump mode.										
Benelli M4 Super 90 Short	12 Gauge (5d6/-6)	Int:5	F B	50'	SL	L	7.8	58	0%	L
Fixed stock and a combat cut smoothbore barrel.										
Benelli M1014	12 Gauge (5d6/-6)	Int:8	F B	50'	SL	L	7.8	60	0%	L
Folding stock, three round shotgun magazine tube upgrade, and a combat cut smoothbore barrel.										
Benelli Nova Tactical NFA	12 Gauge (5d6/-6)	Int:4	F B	30'	Pump	L	6.9	30	0%	L
Fixed stock and a coach cut smoothbore barrel. Not affected by Error Range from ammunition.										
DP-12	12 Gauge (5d6/-6)	Int:8 Int:8	F 2B O	40'	Pump	L	9.8	70	0%	L
Permanent fixed stock, vertical foregrip, and two combat cut smoothbore barrels. This weapon has two separate tubes that can be loaded independent of one another, fired one then the other. Can perform double taps. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition. No penalty when fighting adjacent opponents.										
Daewoo USAS-12	12 Gauge (5d6/-6)	Box:10:2/20:3	F B	50'	SL/Auto(S)	L	13.6	100	0%	M&P
Fixed stock, combat cut smoothbore barrel, and two 10 round magazines.										
FN SLP Competition	12 Gauge (5d6/-6)	Int:8	F B O	60'	SL	L	7.5	75	0%	L
Fixed stock, three round shotgun magazine tube upgrade, and a removable choke barrel. +1 Mastercraft.										

Table 92: Expensive Modern Combat Shotguns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
FN SLP MK I Tactical	12 Gauge (5d6/-6)	Int:8	F B O 2T	50'	SL	L	8.2	48	0%	L
Fixed stock and a combat cut smoothbore barrel. +1 Mastercraft.										
Franchi SPAS-12	12 Gauge (5d6/-6)	Int:8	F B	45'	SL/Pump	L	8.8	50	0%	L
Folding stock and a combat cut smoothbore barrel. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range due to ammunition when using pump mode.										
Franchi SPAS-15	12 Gauge (5d6/-6)	Box:6:3	F B	45'	SL/Pump	L	8.5	55	0%	L
Fixed stock, smoothbore barrel, and two 6 round magazines. Not affected by Error Range due to ammunition when using pump mode.										
Franchi PA3	12 Gauge (5d6/-6)	Int:3	F B	25'	Pump	M	5.9	60	0%	L
Folding stock, vertical foregrip, and a coach cut smoothbore barrel. Not affected by Error Range from ammunition.										
Kel-Tec KSG-25	12 Gauge (5d6/-6)	Int:12 Int:12	F B O 1T	55'	Pump	L	8.9	40	0%	L
Permanent fixed stock, 2 three round shotgun magazine tube upgrades and a smoothbore barrel. This weapon has two separate tubes that can be loaded independent of one another and switched for 1 CP. Not affected by Error Range from ammunition.										
Kel-Tec KSG	12 Gauge (5d6/-6)	Int:7 Int:7	F B O 1T	45'	Pump	L	8.6	40	0%	L
Permanent fixed stock and a combat cut smoothbore barrel. This weapon has two separate tubes that can be loaded independent of one another and switched for 1 CP. Not affected by Error Range from ammunition.										
Kel-Tec KSG Tactical	12 Gauge (5d6/-6)	Int:5 Int:5	F B O	30'	Pump	M	6.2	60	0%	L
Permanent fixed stock, permanent vertical foregrip, permanent standard tactical flashlight, and a threaded coach cut smoothbore barrel. This weapon has two separate tubes that can be loaded independent of one another and switched for 1 CP. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition.										
Kel-Tec KS7	12 Gauge (5d6/-6)	Int:7	F B O 3T	45'	Pump	L	5.8	30	0%	L
Permanent fixed stock, permanent vertical foregrip, permanent standard tactical flashlight, and a threaded coach cut smoothbore barrel.										
M26 MASS Standalone	12 Gauge (5d6/-6)	Box:3:1/5:2	F B O 1T	20'	Bolt	L	4.3	30	0%	L
Folding stock, coach cut smoothbore barrel, and one 3 round magazine. This weapon can be disassembled and used as a firearm upgrade.										
Mossberg 590A1	12 Gauge (5d6/-6)	Int:8	F B	45'	Pump	L	7.5	32	0%	L
Fixed stock, bayonet lug, and a combat cut smoothbore barrel. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition.										
Mossberg 590A1 NFA	12 Gauge (5d6/-6)	Int:5	F B	25'	Pump	L	6.0	30	0%	L
Fixed stock and a coach cut smoothbore barrel. Not affected by Error Range from ammunition.										
Mossberg Cruiser 590A1 NFA	12 Gauge (5d6/-6)	Int:5	F B	25'	Pump	M	5.0	34	0%	L
Pistol Grip and a coach cut smoothbore barrel. Not affected by Error Range from ammunition.										
Mossberg 930 Tactical	12 Gauge (5d6/-6)	Int:7	F B 1T	45'	SL	L	7.5	40	5%	L
Fixed stock, three round shotgun magazine tube upgrade, and a combat cut smoothbore barrel.										
Mossberg 590M	12 Gauge (5d6/-6)	Box:5:2/10:3/15:4/20:5	F B	45'	Pump	L	7.8	45	0%	L
Fixed stock, one 5 round magazine, and a combat cut smoothbore barrel. Not affected by Error Range from ammunition.										
MTs255-12 Tactical	12 Gauge (5d6/-6)	Cyl:5	F B O	35'	SL	L	8.1	31	0%	L
Folding stock and a smoothbore barrel. Not affected by Error Range from ammunition.										
MTs255-20 Tactical	20 Gauge (4d6/-5)	Cyl:5	F B O	35'	SL	L	7.4	31	0%	L
Folding stock and a smoothbore barrel. Not affected by Error Range from ammunition.										
MTs255-.410 Tactical	.410 Bore (3d4+1/-3)	Cyl:5	F B O	30'	SL	L	6.8	28	0%	L
Folding stock and a smoothbore barrel. Not affected by Error Range from ammunition.										
Remington 11-87P	12 Gauge (5d6/-6)	Int:4	F B	45'	SL	L	6.4	53	0%	L
Fixed stock and a combat cut smoothbore barrel.										
Remington 870, 14"	12 Gauge (5d6/-6)	Int:4	F B	30'	Pump	L	6.4	29	0%	L
Fixed stock and a coach cut smoothbore barrel. Not affected by Error Range from ammunition.										
Remington 870 Express Tactical	12 Gauge (5d6/-6)	Int:6	F B O	45'	Pump	L	7.0	25	0%	L
Fixed stock, two round shotgun magazine tube upgrade, and a combat cut smoothbore barrel. Not affected by Error Range from ammunition.										

Table 93: Expensive Modern Combat Shotguns, Cont

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Remington 870 MCS	12 Gauge (5d6/-6)	Int:6	F B O 2T	45'	Pump	L	8.9	55	0%	L
Fixed stock, three round shotgun magazine tube upgrade, and a combat cut smoothbore barrel. Not affected by Error Range from ammunition. This weapon is built from a kit, where any Remington MCS can be constructed using the kit, but only one at a time. This change takes 15 minutes. +1 Mastercraft.										
Remington 870 MCS Breaching	12 Gauge (5d6/-6)	Int:3	F B O	35'	Pump	M	5.8	55	0%	L
Pistol grip and a coach cut smoothbore barrel. Not affected by Error Range from ammunition. This weapon is built from a kit, where any Remington MCS can be constructed using the kit, but only one at a time. This change takes 15 minutes.+1 Mastercraft.										
Remington 870 MCS CQB	12 Gauge (5d6/-6)	Int:5	F B O 2T	40'	Pump	L	7.3	55	0%	L
Fixed stock, two round shotgun magazine tube upgrade, and a coach cut smoothbore barrel. Not affected by Error Range from ammunition. This weapon is built from a kit, where any Remington MCS can be constructed using the kit, but only one at a time. This change takes 15 minutes. +1 Mastercraft.										
Remington 870 Police	12 Gauge (5d6/-6)	Int:7	F B O	45'	Pump	L	7.0	32	0%	L
Fixed stock, three round shotgun magazine tube upgrade, and a combat cut smoothbore barrel. Not affected by Error Range from ammunition.										
Remington Tac-13	12 Gauge (5d6/-6)	Int:5	F B	45'	SL	M	6.0	45	0%	L
Pistol grip and a coach cut smoothbore barrel. Can't take ext. shotgun magazine tube upgrade. -4 to Stealth to hide weapon.										
Remington 1100 Tactical	See Text	Int:6	F B	45'	SL	L	7.0	27	0%	L
This firearm can be purchased in one of the following calibers: 12 Gauge (5d6/-6) or 20 Gauge (4d6/-5). Fixed stock, two round shotgun magazine tube upgrade, and a combat cut smoothbore barrel.										
Remington 1100 Competition	12 Gauge (5d6/-6)	Int:7	F B	45'	SL	L	8.3	30	0%	L
Fixed stock, three round shotgun magazine tube upgrade, and a combat cut smoothbore barrel.										
Remington Versamax Tactical	12 Gauge (5d6/-6)	Int:8	F B O 2T	55'	SL	L	7.8	60	0%	L
Fixed stock, five round shotgun magazine tube upgrade, and a removable choke barrel.										
Saiga 12	12 Gauge (5d6/-6)	Box:2 3 5:1 10:2 20:3	F B	45'	SL	L	7.9	28	0%	L
Fixed stock, combat cut smoothbore barrel and two 5 round magazines.										
Saiga 20	20 Gauge (4d6/-5)	Box:5 12:1	F B	45'	SL	L	7.7	26	0%	L
Fixed stock, combat cut smoothbore barrel and two 5 round magazines.										
Serbu Super-Shorty	12 Gauge (5d6/-6)	Int:2	F B	20'	Pump	M	4.0	35	0%	L
Pistol grip and a compact cut smoothbore barrel. Can't take ext. shotgun magazine tube upgrade.										
SIX12 Full Stock	12 Gauge (5d6/-6)	Cyl:6:2	F B O	40'	SL	L	6.9	70	0%	L
Fixed stock, a combat cut smoothbore barrel and two 6 round cylinders. Not affected by Error Range from ammunition. This weapon is built from a kit, where any SIX12 can be constructed using the kit, but only one at a time. This kit can also construct a SIX12 Mounted Tactical upgrade. This change takes 15 minutes. Uses removable cylinders that function identical to magazines.										
SIX12 Pistol Grip	12 Gauge (5d6/-6)	Cyl:6:2	F B	25'	SL	M	4.6	70	0%	L
Fixed stock, a coach cut smoothbore barrel, vertical foregrip, and two 6 round cylinders. Not affected by Error Range from ammunition. This weapon is built from a kit, where any SIX12 can be constructed using the kit, but only one at a time. This kit can also construct a SIX12 Mounted Tactical upgrade. This change takes 15 minutes. Uses removable cylinders that function identical to magazines.										
SKO-12	12 Gauge (5d6/-6)	Box:2:1 5:2 9:3	F B O	40'	SL	L	7.6	50	15%	L
Synthetic stock, a combat cut smoothbore barrel, and two 2 round magazines. Uses SKO-12 magazines.										
SKO-12 Mini	12 Gauge (5d6/-6)	Box:2:1 5:2 9:3	F B	25'	SL	M	7.1	35	15%	L
Pistol grip, a coach cut smoothbore barrel, vertical foregrip, and two 2 round magazines. Uses SKO-12 magazines.										
Henry Lever Axe	.410 Bore (3d4+1/-3)	Int:5	F B	35'	Lever	M	5.7	48	0%	L
Pistol Grip, and a Coach Cut smoothbore barrel. Not affected by Error Range from ammunition.										

Table 94: Expensive Modern Combat Shotguns, Cont

Late Industrial Shotguns

All weapons listed here have a 75% error range due to age, and must be cleaned, repaired, and oiled to remove said error range.

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Browning Auto-5 Fixed stock and a smoothbore barrel.	12 Gauge (5d6/-6)	Int:4	F B	40'	SL	L	9.0	40	10%	L
Browning Auto-5 "Sweet Sixteen" Fixed stock and a smoothbore barrel.	16 Gauge (4d6+3/-6)	Int:4	F B	40'	SL	L	9.0	40	10%	L
Burgess Folding Shotgun Fixed stock and a combat cut smoothbore barrel. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition. Must be folded out for 2 CP to use. When unfolded, it is Large sized.	12 Gauge (5d6/-6)	Int:6	F B	30'	Pump	M/L	5.0	23	0%	L
Ithaca Auto & Burglar Pistol grip and two smoothbore barrels. Not affected by Error Range from ammunition.	20 Gauge (4d6/-5)	Int:1 Int:1	F B	25'	SxS:Single/Double	M	4.5	31	0%	L
Ithaca Auto & Burglar Pistol Grip and two smoothbore barrels. Not affected by Error Range from ammunition.	16 Gauge (4d6+3/-6)	Int:1 Int:1	F B	25'	SxS:Single/Double	M	4.5	31	0%	L
Remington Model 10 Fixed stock, bayonet lug, and a smoothbore barrel. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition.	12 Gauge (5d6/-6)	Int:5	F B	40'	Pump/Slam	L	8.0	44	0%	L
Winchester Model 12 Trench Gun Fixed stock, bayonet lug, and a combat cut smoothbore barrel. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition.	12 Gauge (5d6/-6)	Int:6	F B	40'	Pump/Slam	L	8.1	18	0%	L
Winchester Model 1897 Fixed stock, bayonet lug, and a smoothbore barrel. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition.	12 Gauge (5d6/-6)	Int:5	F B	40'	Pump/Slam	L	8.0	34	0%	L
Winchester Model 1897 Fixed stock and a smoothbore barrel. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition.	16 Gauge (4d6+3/-6)	Int:5	F B	40'	Pump/Slam	L	8.0	32	0%	L
Winchester Model 1912 Fixed stock and a smoothbore barrel. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition.	12 Gauge (5d6/-6)	Int:6	F B	45'	Pump/Slam	L	8.1	40	0%	L
Winchester Model 1912 Fixed stock and a smoothbore barrel. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition.	16 Gauge (4d6+3/-6)	Int:6	F B	45'	Pump/Slam	L	8.1	36	0%	L

Table 95: Late Industrial Shotguns

Industrial Shotguns

All weapons listed here have a 75% Error range due to age, and must be cleaned, repaired, and oiled to remove said error range.

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Baker Drilling Rifle/Shotgun and .44-40 Winchester (1d10+5/-5) Fixed stock and two smoothbore barrels. Not affected by Error Range from ammunition. +1 Mastercraft.	12 Gauge (5d6/-6)	Int:1 Int:1 Int:1	F	50' 60'	SxS:Single/Double Single	L	9.0	130	0%	L
Colt 1883 Fixed stock and two smoothbore barrels. Not affected by Error Range from ammunition.	12 Gauge (5d6/-6)	Int:1 Int:1	F	45'	SxS:Single/Double	L	9.0	45	0%	L
Remington 1889 Fixed stock and two smoothbore barrels. Not affected by Error Range from ammunition.	10 Gauge (7d6/-9)	Int:1 Int:1	F	50'	SxS:Single/Double	L	9.7	40	0%	L
Remington 1894 Fixed stock and two smoothbore barrels. Not affected by Error Range from ammunition.	10 Gauge (7d6/-9)	Int:1 Int:1	F	65'	SxS:Single/Double	L	11.0	65	0%	L
L.C. Smith No. 0 Fixed stock and two smoothbore barrels. Not affected by Error Range from ammunition.	12 Gauge (5d6/-6)	Int:1 Int:1	F	55'	SxS:Single/Double	L	9.0	60	0%	L
Winchester Model 1887 Fixed stock and a smoothbore barrel. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition.	12 Gauge (5d6/-6)	Int:4	F B	45'	Lever	L	8.0	35	0%	L
Winchester Model 1887 Fixed stock and a smoothbore barrel. Can't take ext. shotgun magazine tube upgrade. Not affected by Error Range from ammunition.	10 Gauge (7d6/-9)	Int:4	F B	45'	Lever	L	8.0	40	0%	L
Winchester Model 1897 Fixed stock, and a smoothbore barrel. Not affected by Error Range from ammunition.	12 Gauge (5d6/-6)	Int:5	F B	40'	Pump/Slam	L	8.0	42	0%	L

Table 96: Industrial Shotguns

Machine Guns

“No matter how many people you kill, using a machine gun in battle is not a war crime because it does not cause unnecessary suffering; it simply performs its job horrifyingly well.” —Sebastian Junger

A machine gun is a fully automatic mounted or portable firearm, usually designed to fire rounds in quick succession from an ammunition belt or large-capacity magazine, typically at a rate of several hundred rounds per minute.

Machine guns that used linked ammunition can sometimes equip ammo boxes to hold the rounds.

Modern Light Machine Guns

A light machine gun is a machine gun designed to be employed by an individual soldier, with or without an assistant, as an infantry support weapon. Light machine guns are often used as squad automatic weapons. They often use belts of linked ammunition, instead of loose rounds or magazines.

Modern light machine guns often fire smaller-caliber cartridges than medium machine guns, and are usually lighter and more compact.

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Ares Defense Shrike 5.56	5.56x45mm (5d4/-5)	Linked Box:5 10 20 30:1 Box:100:8	F B O 3T	110'	Auto(F)	L	7.5	160	0%	M&P
Fixed stock, bipod, and one 200 round ammo box. Uses 100, or 200 round ammo boxes, or M16/AR-15 magazines.										
FN MINIMI	5.56x45mm (5d4/-5)	Linked Box:5 10 20 30:1	F B O 2T	100'	OB:Auto(F)	L	15.1	95	5%	M&P
Fixed stock, bipod, and one 100 round ammo box. Uses 100, or 200 round ammo boxes, or M16/AR-15 magazines. When using magazines, error range increases by 25%.										
FN MINIMI Para	5.56x45mm (5d4/-5)	Linked Box:5 10 20 30:1	F B O 2T	100'	OB:Auto(F)	L	14.5	100	5%	M&P
Fixed stock, bipod, and one 100 round ammo box. Uses 100, or 200 round ammo boxes, or M16/AR-15 magazines. When using magazines, error range increases by 25%.										
H&K HK13E	5.56x45mm (5d4/-5)	Box:25:2/30:3 Box:40:4/100:9	F B	95'	SL/Auto(F)	L	17.6	70	0%	M&P
Fixed stock, bipod, and one 100 round magazine. Uses HK33 magazines.										
H&K MG36	5.56x45mm (5d4/-5)	Box:30:2/100:6	F B O	(110') 135'	SL/3RB/Auto(F)	L	8.4	110	5%	M&P
Fixed stock, permanent advanced combat sight (3x), permanent bipod, and one 100 round magazine. Uses G36 magazines.										
H&K MG4	5.56x45mm (5d4/-5)	Linked	F B O	100'	OB:Auto(F)	L	18.9	150	5%	M&P
Fixed stock, bipod, and one 100 round ammo box. Can use 100 round ammo boxes.										
IMI Negev	5.56x45mm (5d4/-5)	Linked Box:35:2/50:4	F B O	100'	SL/Auto(F)	L	16.3	100	5%	M&P
Fixed folding stock, bipod, and one 100 round ammo box. Uses 100 round ammo boxes, or 5.56 Galil magazines.										
L86 LSW	5.56x45mm (5d4/-5)	Box:5 10 20 30:1 Box:100:8	F B O	(100') 125'	SL/Auto(F)	L	14.5	90	0%	M&P
Permanent fixed stock, bipod, 3x telescopic sight, and two 30 round magazines. Uses M16/AR-15 magazines.										
FN M249	5.56x45mm (5d4/-5)	Linked Box:5 10 20 30:1 Box:100:8	F B O 2T	100'	OB:Auto(F)	L	20.0	105	5%	M&P
Fixed stock, bipod, and one 100 round ammo box. Uses 100, or 200 round ammo boxes, or M16/AR-15 magazines. When using magazines, error range increases by 25%.										
FN M249S	5.56x45mm (5d4/-5)	Linked Box:5 10 20 30:1 Box:100:8	F B O 2T	100'	SL	L	20.0	350	5%	L
Fixed stock, bipod, and one 100 round ammo box. Uses 100, or 200 round ammo boxes, or M16/AR-15 magazines. When using magazines, error range increases by 5%										
H&K M27 IAR	5.56x45mm (5d4/-5)	Box:5 10 20 30:1 Box:100:8	F B O 4T	100'	SL/Auto(F)	L	7.9	105	5%	M&P
Fixed stock and one 100 round magazine. Uses M16/AR-15 magazines. +1 Mastercraft										
Norinco QBB Type 95	5.8x42mm (5d4/-5)	Box:30:3/75:10	F B O	100'	SL/Auto(F)	L	8.6	85	5%	M&P
Permanent fixed stock, bipod, and one 75 round magazine. Uses QBZ magazines.										
RPK	7.62x39mm (4d6+2/-6)	Box:10 20 30:1 Box:40:2/75:5	F B	90'	SL/Auto(M)	L	10.6	55	10%	M&P
Fixed stock, bipod, and one 75 round magazine. Uses 7.62 AK magazines.										

Table 97: Modern Light Machine Guns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
RPKS	7.62x39mm (4d6+2/-6)	Box:10 20 30:1 Box:40:2 75:5	F B	90'	SL/Auto(M)	L	11.0	58	10%	M&P
Fixed folding stock, bipod, and one 75 round magazine. Uses 7.62 AK magazines.										
RPK-74	5.45x39mm (4d4+2/-5)	Box:30:1 45:2 Box:75 100:4	F B	95'	SL/Auto(M)	L	10.0	63	5%	M&P
Fixed stock, bipod, and one 75 round magazine. Uses 5.45 AK magazines.										
RPKS-74	5.45x39mm (4d4+2/-5)	Box:30:1 45:2 Box:75 100:4	F B	95'	SL/Auto(M)	L	10.7	65	5%	M&P
Fixed folding stock, bipod, and one 75 round magazine. Uses 5.45 AK magazines.										
RPK-16	5.45x39mm (4d4+2/-5)	Box:30:1 45:2 Box:75 100:4	F B O 4T	100'	SL/Auto(M)	L	8.8	80	5%	M&P
Folding stock, bipod, and one 100 round magazine. Uses 5.45 AK magazines.										
RPD	7.62x39mm (4d6+2/-6)	Linked	F B	95'	OB:Auto(M)	L	16.3	60	5%	M&P
Fixed stock, bipod, and one 100 round ammo box. Uses 100 round ammo boxes.										
CETME Ameli	5.56x45mm (5d4/-5)	Linked	F B	85'	Auto(F)	L	11.0	38	10%	M&P
Fixed stock, bipod, and one 250 round ammo box. Uses 250 round ammo boxes.										
Stoner 63A	5.56x45mm (5d4/-5)	Box:20 30:1	F B O	100'	Auto(F)	L	11.9	50	5%	M&P
Automatic Rifle										
Fixed stock, bipod, and one 30 round magazine. Uses Stoner 63A magazines.										
Stoner 63A	5.56x45mm (5d4/-5)	Linked	F B O	80'	OB:Auto(F)	L	10.6	62	5%	M&P
Commando										
Fixed stock, bipod, and one 100 round ammo box. Uses 75, 100, or 150 round ammo boxes.										
Stoner 63A	5.56x45mm (5d4/-5)	Linked	F B O	100'	OB:Auto(F)	L	12.6	65	5%	M&P
LMG										
Fixed stock, bipod and one 75 round ammo box. Uses 75, 100, or 150 round ammo boxes.										
Steyr AUG	5.56x45mm (5d4/-5)	Box:30:3 42:4	F B O	(85') 130'	SL/Auto(F)	L	8.6	120	0%	M&P
HBAR										
Permanent fixed stock, permanent 3x telescopic sight, permanent bipod, and one 42 round magazine. Uses AUG magazines. +1 Mastercraft.										
Bren L4	7.62x51mm (5d6/-6)	Box:10:1 20:2 30:3	F B	90'	Auto(M)	L	24.0	52	5%	M&P
Fixed stock, bipod, and three 30 round magazines. Uses FAL magazines.										
Bren L4 .280	.280 British (4d6+3/-6)	Box:10:1 20:2	F B	95'	Auto(M)	L	22.0	60	5%	M&P
British										
Fixed stock, bipod, and three 30 round magazines. Uses .280 FAL magazines. This weapon was created by Blackghost										

Table 98: Modern Light Machine Guns, Cont

Modern General Purpose Machine Guns

A general purpose machine gun is a machine gun normally used as a vehicle mounted suppression gun, used for fire suppression through armor and cover, though they can be used as a standalone weapon. General purpose machine guns require the General Purpose Machine Gunner feat in order to be used without a -4 attack penalty. Bipods and tactical slings or patrol slings are often used with general purpose machine guns.

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz.	Wt	Cost	Err	Lic
AA-52	7.5x54mm (4d6+4/-7)	Linked	F B	115'	OB:Auto(F)	L	21.9	60	5%	M&P
Fixed stock, bipod, and one 100 round ammo box. Uses 100 or 150 round ammo boxes.										
FN MAG	7.62x51mm (5d6/-6)	Linked	F B O	120'	OB:Auto(F)	H	27.5	65	10%	M&P
Fixed stock, bipod, and one 100 round ammo box. Uses 100 or 150 round ammo boxes.										
H&K HK21	7.62x51mm (5d6/-6)	Linked	F B	90'	SL/Auto(F)	L	18.3	80	5%	M&P
Fixed stock, bipod, and one 100 round ammo box. Uses 100 or 150 round ammo boxes.										
H&K HK11E	7.62x51mm (5d6/-6)	Box:20:1/50:7/80:9	F B	80'	SL/Auto(F)	L	16.8	75	0%	M&P
Fixed stock, bipod, and one 80 round magazine. Uses G3 magazines.										
Rheinmetall MG3	7.62x51mm (5d6/-6)	Linked	F B	125'	OB:Auto(F)	L	23.1	100	5%	M&P
Fixed stock and bipod.										
M60	7.62x51mm (5d6/-6)	Linked	F B	120'	OB:Auto(M)	L	23.1	85	10%	M&P
Fixed stock and bipod. Uses 100 or 200 round ammo boxes.										
M60E4	7.62x51mm (5d6/-6)	Linked	F B O	120'	OB:Auto(M)	L	23.1	90	10%	M&P
Fixed stock, bipod, and vertical foregrip. Uses 100 or 200 round ammo boxes.										
FN M240B	7.62x51mm (5d6/-6)	Linked	F B O	120'	OB:Auto(F)	H	27.1	115	10%	M&P
Fixed stock, bipod, and one 100 round ammo box. Uses 100 or 150 round ammo boxes.										
FN Mk48	7.62x51mm (5d6/-6)	Linked	F B O	140'	OB:SL/Auto(F)	L	22.0	190	5%	M&P
Fixed stock, bipod, and one 100 round ammo box. Can use 100 or 150 round ammo boxes.										
PKM	7.62x54mmR (5d6+2/-7)	Linked	F B	100'	OB:Auto(M)	L	16.5	65	15%	M&P
Fixed stock, bipod and one 100 round ammo box. Uses 100, 200, or 250 round ammo boxes.										
PKP "Pecheneg"	7.62x54mmR (5d6+2/-7)	Linked	F B	100'	OB:Auto(M)	L	16.5	65	15%	M&P
Fixed stock, permanent bipod, and one 100 round ammo box. Uses 100, 200, or 250 round ammo boxes.										
Norinco Type 67	7.62x54mmR (5d6+2/-7)	Linked	F B	100'	OB:Auto(M)	L	24.3	72	5%	M&P
Fixed stock, bipod, and one 100 round ammo box. Uses 100, 200, or 250 round ammo boxes.										
IMI Negev NG-7	7.62x51mm (5d6/-6)	Linked	F B	125'	OB:SL/Auto(F)	L	17.5	85	5%	M&P
Box:25:2										
Fixed folding stock, bipod, and one 100 round ammo box. Uses 100 or 200 round ammo boxes, or 7.62 Galil magazines.										
LWMMG	.338 Lapua Magnum (7d8/-10)	Linked	F B O 1T	155'	OB:Auto(S)	L	24.0	950	5%	M&P
Fixed stock, bipod, and one 100 round ammo box. Uses 100 or 150 round ammo boxes.										
FN MAG .280 British	.280 British (4d6+3/-6)	Linked	F B O	125'	Auto(F)	H	27.5	65	10%	M&P
Fixed stock, bipod, and one 100 round ammo box. Uses 100 or 150 round ammo boxes. This weapon was created by Blackghost										
H&K HK21 .280 British	.280 British (4d6+3/-6)	Linked	F B	95'	SL/Auto(F)	L	18.3	80	5%	M&P
Fixed stock, bipod, and one 100 round ammo box. Uses 100 or 150 round ammo boxes. This weapon was created by Blackghost										
Rheinmetall MG3 .280 British	.280 British (4d6+3/-6)	Linked	F B	130'	Auto(F)	L	23.1	100	5%	M&P
Fixed stock and bipod. This weapon was created by Blackghost										
M60 .280 British	.280 British (4d6+3/-6)	Linked	F B	125'	Auto(M)	L	23.1	85	10%	M&P
Fixed stock and bipod. Uses 100 or 200 round ammo boxes. This weapon was created by Blackghost										

Table 99: Modern General Purpose Machine Guns

Early Modern Machine Guns

All weapons listed here have a 75% Error range due to age, and must be cleaned, repaired, and oiled to remove said error range.

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Bren Mk 2 Fixed stock, bipod, and one 30 round magazine.	.303 British (5d6+3/-7)	Box:30:1/100:3	F B	90'	OB:Auto(M)	L	24.0	52	5%	M&P
Charlton Automatic Rifle Fixed stock, vertical foregrip, and one 10 round magazine.	.303 British (5d6+3/-7)	Box:10:2/30:1	F B	70'	OB:Auto(F)	L	16.0	32	10%	M&P
M1941 Johnson Machine Gun Fixed stock, bipod, and one 20 round magazine.	.30-06 Springfield (6d6/-8)	Box:20:1	F B	75'	OB:SL/Auto(M)	L	13.0	44	0%	M&P
M1918A2 BAR Fixed stock, bipod, and one 20 round magazine.	.30-06 Springfield (6d6/-8)	Box:20:1/30:3	F B	80'	OB:Auto(S)/Auto(F)	L	19.0	70	5%	M&P
Type 11 Light Machine Gun Fixed stock and bipod. This weapon uses stripper clips and loose rounds to reload.	6.5x50mm Arisaka (4d6/-5)	Int:30	F B	80'	OB:Auto(S)	L	22.4	55	15%	M&P
Type 96 Light Machine Gun Fixed stock and one 30 round magazine.	6.5x50mm Arisaka (4d6/-5)	Box:30:1	F B O	85'	OB:Auto(S)	L	19.8	50	10%	M&P
Type 99 Light Machine Gun Fixed stock, bayonet lug, bipod, and one 30 round magazine.	7.7x58mm Arisaka (5d6+4/-8)	Box:30:1	F B O	95'	OB:Auto(M)	L	23.0	72	10%	M&P

Table 100: Early Modern Light Machine Guns

Early Modern General Purpose Machine Guns

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
M1919A4 Pistol grip, heavy barrel, and a bipod.	.30-06 Springfield (6d6/-8)	Linked	B	165'	OB:Auto(S)	H	31.0	54	10%	M&P
M1919A6 Fixed stock, heavy barrel, and a bipod.	.30-06 Springfield (6d6/-8)	Linked	B	140'	OB:Auto(S)	H	31.0	54	10%	M&P
MG34 Fixed stock and bipod.	7.92x57mm Mauser (5d6+5/-8)	Linked	F B	90'	OB:SL/Auto(F)	L	26.7	53	10%	M&P
MG42 Fixed stock and bipod.	7.92x57mm Mauser (5d6+5/-8)	Linked	F B	125'	OB:Auto(F)	L	25.5	53	10%	M&P
SG-43 Pistol grip and bipod.	7.62x54mmR (5d6+2/-7)	Linked	F B	160'	OB:Auto(S)	H	30.0	34	10%	M&P

Table 101: Early Modern General Purpose Machine Guns

Late Industrial General Purpose Machine Guns

All weapons listed here have a 75% Error range due to age, and must be cleaned, repaired, and oiled to remove said error range.

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Fedorov Avtomat	6.5x50mm Arisaka (4d6/-5)	Box: 25:2	F B	90'	SL/Auto(S)	L	11.4	60	20%	M&P
Fixed stock, permanent vertical foregrip, and one 25 round magazine.										
Bergmann MG15	7.92x57mm Mauser (5d6+5/-8)	Linked	F B	75'	OB:Auto(M)	H	28.0	89	10%	M&P
Fixed stock and bipod.										
Chauchat	8mm Lebel (5d6+1/-6)	Box:20:2	F B	70'	SL/Auto(S)	L	20.0	55	20%	M&P
Fixed stock, bipod, and one 20 round magazine.										
Chauchat	.30-06 Springfield (6d6/-8)	Box:20:2	F B	80'	OB:SL/Auto(S)	L	20.0	30	60%	M&P
Fixed stock, bipod, and one 20 round magazine.										
DP	7.62x54mmR (5d6+2/-7)	Box:47:1	F B	75'	OB:Auto(S)	L	20.1	14	0%	M&P
Fixed stock, bipod, and one 47 round magazine.										
Hotchkiss M1909	.303 British (5d6+3/-7)	Linked Box:30:1	F B	80'	OB:Auto(S)	H	26.4	65	10%	M&P
Fixed stock and bipod.										
Hotchkiss M1909	8mm Lebel (5d6+1/-6)	Linked Box:30:1	F B	80'	OB:Auto(S)	H	26.4	65	10%	M&P
Fixed stock and bipod.										
Hotchkiss M1909	.30-06 Springfield (6d6/-8)	Linked Box:30:1	F B	80'	OB:Auto(S)	H	26.4	65	10%	M&P
Fixed stock and bipod.										
Lewis Gun	.30-06 Springfield (6d6/-8)	Box:47:5 Box:97:9	F B	85'	OB:Auto(M)	H	28.0	25	5%	M&P
Fixed stock, bipod, and one 47 round magazine.										
Lewis Gun	.303 British (5d6+3/-7)	Box:47:5 Box:97:9	F B	85'	OB:Auto(M)	H	28.0	65	5%	M&P
Fixed stock, bipod, and one 47 round magazine.										
MG 08/15	7.92x57mm Mauser (5d6+5/-8)	Linked	F B	85'	OB:Auto(M)	H	39.7	75	5%	M&P
Fixed stock, bipod, and one 100 round ammo box. Uses 100 round ammo boxes.										
M1918 BAR	.30-06 Springfield (6d6/-8)	Box:20:1	F B	80'	OB:Auto(S)/Auto(F)	L	19.0	70	5%	M&P
Fixed stock and one 20 round magazine.										
Madsen	See Text	Box:30:2/40:4	F B	90'	OB:Auto(S)	L	20.0	80	5%	M&P
This firearm can be purchased in one of the following calibers: 7x57mm Mauser (5d6+2/-7), 7.92x57mm Mauser (5d6+5/-8), 7.62x54mmR (5d6+2/-7), 7.62x51mm (5d6/-6) or .30-06 Springfield (6d6/-8). Fixed stock, bipod, and two 30 round magazines. Uses Madsen Magazines.										

Table 102: Late Industrial General Purpose Machine Guns

Grenade Launchers, Rocket Launchers, and Mortars

“A bullet may have your name on it, but a grenade is labeled ‘To whom it may concern’ ” —U.S. Military mantra

A grenade launcher or grenade discharger is a weapon that launches a grenade with more accuracy, higher velocity, and to greater distances than a soldier could throw it by hand. Grenade launchers can either come in the form of standalone weapons (either single-shot or repeating) or attachments mounted under the barrel of a rifle, as well as fire rifle grenades using blanks. Grenade Launchers can only make single shot and potshot attacks.

A rocket launcher is any device that launches a rocket-propelled projectile. All rocket launchers when fired, create a 10' cone directly behind them that deals 4d6 fire damage to anyone standing in it.

A mortar is an indirect fire weapon that fires explosive projectiles known as mortar bombs at low velocities, short ranges, and high-arching ballistic trajectories.

Modern Underbarrel Grenade Launchers

An under-barrel grenade launcher is a grenade launcher that attaches to a tactical rail under a rifle. It can not be used without being attached. Underbarrel grenade launchers require the Explosive Weapons Proficiency feat in order to be used without a –4 attack penalty. Grenade Launchers can only make single shot and potshot attacks.

Weapon	Caliber	Magazine	Upgrade	Rng	RoF	Sz	Wt	Cost	Err	Lic
FN GL1	40x46mm	Int:1	Attaches to F2000	65'	Single	S	3.0	30	0%	M&P
FN40GL	40x46mm	Int:1	Attaches to all SCAR patterns	70'	Single	S	3.0	35	0%	M&P
GP-30	40mm Caseless	Int:1	Attaches to all AK patterns	80'	Single	S	2.9	12	0%	M&P
This grenade launcher may be attached to any rifle that can accept 7.62/5.45/5.56 AK magazines.										
H&K AG36	40x46mm	Int:1	Attaches to G36 & L85A2	70'	Single	S	3.3	18	0%	M&P
H&K HK79	40x46mm	Int:1	Attaches to all G3/HK33 patterns	70'	Single	S	2.5	20	0%	M&P
Colt M203	40x46mm	Int:1	Attaches to M4/M16/AR-15 patterns	70'	Single	S	3.0	15	0%	M&P
This grenade launcher may be attached to any rifle that can accept M4/M16/AR-15 magazines.										
Cobray 37mm Flare Launcher	37mm	Int:1	Attaches to M4/M16/AR-15 patterns	50'	Single	S	2.5	10	0%	L
This grenade launcher can only fire smoke, tear gas, foam slug, grapnel, and flare grenades. Attempting to fire any other type of grenade causes the launcher and grenade to explode.										
IWI GL 40	40x46mm	Int:1	Attaches to all Tavor/Galil ACE patterns	70'	Single	S	3.1	32	0%	M&P
This grenade launcher has a Tactical Rail, replacing the one it uses to attach to the rifle.										

Table 103: Modern Underbarrel Grenade Launchers

Modern Stand Alone Grenade Launchers

A stand alone grenade launcher is a grenade launcher that can be used without attaching it to any weapon. Stand alone grenade launchers require the Explosive Weapons Proficiency feat in order to be used without a –4 attack penalty. Grenade Launchers can only make single shot and potshot attacks.

Weapon	Caliber	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
China Lake Grenade Launcher Fixed stock.	40x46mm	Int:3	F	80'	Pump	L	10.2	76	0%	M&P
FN40GL-S Folding stock. If the stock is removed this may be attached to any SCAR pattern rifle.	40x46mm	Int:1	O 2T	70'	Single	L	4.4	40	0%	M&P
H&K M320 Folding stock. If the stock is removed this may be attached to any M4/M16/AR-15 rifle.	40x46mm	Int:1	O	80'	Single	M	3.3	35	0%	M&P
H&K AG36 Standalone Folding stock. If the stock is removed this may be attached to any G36 or L85 rifle.	40x46mm	Int:1	None	70'	Single	L	5.1	25	0%	M&P
KAC M203 Standalone Folding stock. If the stock is removed this may be attached to any M4/M16/AR-15 rifle.	40x46mm	Int:1	None	70'	Single	L	4.5	25	0%	M&P
M79 Fixed stock.	40x46mm	Int:1	F B	70'	Single	L	6.4	30	0%	M&P
Milkor MGL-140 Synthetic stock.	40x46mm	Int:6	F B O	80'	SL	L	11.6	50	0%	M&P
RG-6 Folding stock.	40mm Caseless	Int:6	F	60'	SL	L	13.6	40	0%	M&P
H&K XM25 Fixed Stock and a Thermal Sight.	25x40mm	Box:6:12	F O IT	90'	SL	L	14.0	1000	0%	M&P
Norinco QLZ-87B Fixed stock.	35x32mm SR	Box:6:15/9:18 Box:12:20	F B O	75'	SL	L	26.0	200	0%	M&P
Cobray 37mm Flare Launcher Standalone Fixed Stock. This grenade launcher can only fire smoke, tear gas, foam slug, grapnel, and flare grenades. Attempting to fire any other type of grenade causes the launcher and grenade to explode. If the stock is removed this may be attached to any M4/M16/AR-15 rifle.	37mm	Int:1	O	50'	Single	L	3.5	18	0%	L

Table 104: Modern Standalone Grenade Launchers

Modern Rocket Launchers

A rocket launcher is a weapon that launches a high explosive rocket to destroy hard targets, such as vehicles, buildings, and equipment. Rocket launchers require the Explosive Weapons Proficiency feat in order to be used without a –4 attack penalty. All modern rocket launchers come standard with one missile or rocket.

Weapon	Damage	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
AT4 This weapon has a splash damage of 30'	30d12 Concussion	Int:1 Unreloadable	None	250'	Single	L	14.8	74	0%	M&P
ERYX This weapon has a splash damage of 30' and ignores 25 points of hardness.	38d12 Concussion	Int:1:1000/Missile	None	400'	Single	L	35.3	6000	0%	M&P
M47 Dragon This weapon has a splash damage of 30'.	32d12 Concussion	Int:1:400/Missile	None	220'	Single	H	30.0	650	0%	M&P
M72 LAW This weapon has a splash damage of 30' and ignores 10 points of hardness.	26d12 Concussion	Int:1 Unreloadable	None	200'	Single	L	5.0	52	0%	M&P
FGM-148 Javelin This weapon has a splash damage of 30' and ignores 25 points of hardness.	40d12 Concussion	Int:1:2000/Missile	None	400'	Single	L	26.0	6250	0%	M&P
SMAW This weapon uses HEDP, HEAT and Thermobaric Rockets.	Payload	Int:1	O	375'	Single	L	16.9	650	0%	M&P
Panzerfaust 3 2.5x telescopic sight. This weapon has a splash damage of 30' and ignores 25 points of hardness.	35d12 Concussion	Int:1:90/Rocket	None	(350') 435'	Single	L	28.0	600	0%	M&P
RPG-7N2/RPG-7USA This weapon uses HEAT, Fragmentation and Thermobaric Rockets.	Payload	Int:1	O	150'	Single	L	15.0	150	0%	M&P
RPG-22 This weapon has a splash damage of 30' and ignores 25 points of hardness.	28d12 Concussion	Int:1 Unreloadable	None	200'	Single	L	6.0	40	0%	M&P

Table 105: Modern Rocket Launchers

Modern Mortars

A mortar is an indirect fire weapon that fires shells at low velocities, short ranges, and high-arc ballistic trajectories. It is typically muzzle-loading and has a barrel length less than 15 times its caliber. Mortars require the Explosive Weapons Proficiency feat in order to be used without a –4 attack penalty. Mortars have a maximum range increment of 5, and must be set up and stationary to use. All Modern Mortars come standard with mounting equipment.

Weapon	Caliber	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
M224	60mm	Int:1	None	250'	Single	L	47.0	30	0%	M&P
L9A1	51mm	Int:1	None	140'	Single	H	13.0	28	0%	M&P

Table 106: Modern Mortars

Modern Rifle Grenades

A rifle grenade is a grenade that is attached to a rifle grenade adapter on a rifle, and is fired using a blank round. It can not be used without being attached, and is reloaded onto the barrel of the adapter prior to firing. While attached, if the user fires any other ammunition through the rifle besides a blank round while the rifle grenade is attached, the grenade immediately explodes, damaging all objects and creatures within it's blast radius. Rifle grenades require the Exotic Firearms Proficiency feat in order to be used without a –4 attack penalty. A rifle grenade can be used on any rifle with a rifle grenade adapter. All listed rifle grenades have a blast radius of 15', a wounding radius of 30', and immediately explode upon striking any surface when fired. Any target caught in the blast must make a Fortitude Saving Throw [TN20] or be knocked prone. Rifle grenades are limited to 5 range increments.

Weapon	Damage	Rng	RoF	Sz	Wt	Cost	Err	Lic
Fragmentation Rifle Grenade	5d6 Slashing	50'	Single	L	1.5	4	0%	M&P
Concussion Rifle Grenade	4d6 Concussion	50'	Single	L	1.5	4	0%	M&P
Anti-Armor Rifle Grenade	6d6 Concussion/Fire	50'	Single	L	1.5	6	0%	M&P

Ignores up to 10 points of hardness.

Table 107: Modern Rifle Grenades

Early Modern Rocket Launchers

All Early Modern Rocket Launchers come standard with two rockets.

Weapon	Damage	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
M1A1 Bazooka	10d12 Concussion	Int:1:10/Rocket	None	110'	Single	L	12.0	23	0%	M&P
This weapon has a splash damage of 20' and ignores 15 points of hardness										
Panzerschreck	11d12 Concussion	Int:1:3/Rocket	None	130'	Single	L	24.0	30	0%	M&P
This weapon has a splash damage of 30' and ignores 20 points of hardness										
PIAT	9d12 Concussion	Int:1:4/Rocket	None	90'	Single	L	32.0	45	0%	M&P
This weapon has a splash damage of 20' and ignores 15 points of hardness										
M20 Super Bazooka/Type 51	15d12 Concussion	Int:1:10/Rocket	None	140'	Single	L	16.0	300	0%	M&P
This weapon has a splash damage of 30' and ignores 15 points of hardness										
RPG-2	14d12 Concussion	Int:1:5/Rocket	None	145'	Single	L	10.0	280	0%	M&P
This weapon has a splash damage of 20' and ignores 20 points of hardness										

Table 108: Early Modern Rocket Launchers

Black Powder Firearms

“Don’t fire until you see the whites of their eyes.” —Common order, popularized by the Battle of Bunker Hill, 1775

Black powder firearms are firearms that instead of using preassembled cartridges load the bullet and gunpowder in the gun’s barrel or cylinder.

The benefits to black powder are as long as a character has access to the bare materials, they can still use the weapon, and the weapon can have individualized powder charges per barrel or cylinder. The downsides are that black powder firearms are much slower to reload, can become unreliable if rained on or otherwise exposed to the weather, and if the charge isn’t loaded correctly, can cause the shot to fizzle, or even explode in the user’s face. Because of how black powder weapons work, the error range determines if the weapon goes off when it is fired.

Because the powder has to be loaded manually, a black powder firearm can be loaded in one of three configurations:

- **Light Load** Grants –1 damage die but reduces the Error Range by 10%,
- **Normal Load** Grants no bonus or penalties
- **Heavy Load** Grants +1 damage die, but increases the weapon’s Error Range by 15%. If a black powder weapon is loaded heavily, and fails its Error Range check, it explodes and causes 1d8 slashing damage to its user, as well as destroying the firearm.

One pound of powder provides 30 normal loads. A light load counts as half a normal load and a heavy load counts as two normal loads. The Black Powder Firearms Proficiency feat is required to load black powder firearms, and use them without a –4 attack penalty, however, any character with the Personal Firearms Proficiency can use a Black Powder weapon without penalty, but cannot reload them. Black powder firearms can fit into standard firearms holsters, so as long as they would fit normally. All black powder firearms come with loading equipment for the specified model of firearm.

Because of their design, black powder firearms can accept Enchantments directly onto the weapon, as well as the ammunition.

All black powder firearms calibers are considered 2nd category for the purpose of gunsmithing, and are restricted to single shot, double shot, single action revolver, double action only revolver, and double action revolver styles of firearm.

Matchlocks

A matchlock musket is a musket that uses a slowly burning match to ignite the charge. The matchlock is first loaded by pouring gunpowder down the barrel, and packing it down in the barrel, followed by a projectile, which is most often a lead ball. The matchlock is then loaded with a piece of slow match, which is a piece of cord that has been treated to burn at a slow, consistent rate, and keep an ember, but not flame up. The hammer is cocked back, and when the trigger is pulled, the hammer flies forward and the match touches the touch hole, igniting the gunpowder and propelling the projectile.

Matchlock Pistol

The Matchlock Pistol is usually used as a sidearm, sporting a 6 to 8 inch barrel. They are mostly suited to close quarters fighting and as last effort weapons.

Loading equipment

Double Barrel Matchlock Pistol

The Double Barrel Matchlock Pistol is usually used as a sidearm, sporting two 6 to 8 inch barrels. They are mostly suited to close quarters fighting and as last effort weapons. This model comes with two shots, as opposed to one, and can perform double tap and doublefire shots, taking any penalties as normal.

Loading equipment

Matchlock Carbine

This is a shortened version of the full sized musket, useful for close quarters battle. It does not have the range as a full sized musket, but it does not suffer as harsh of penalties when fighting adjacent. These muskets can accept a bayonet. When using a matchlock carbine musket against an adjacent opponent, the character takes a –2 penalty on all ranged attacks.

Loading equipment, bayonet lug, permanent fixed stock.

Matchlock Musket

This is the full size matchlock musket, useful for longer range engagements. These muskets can accept a bayonet. When using a matchlock musket stock against an adjacent opponent, the character takes a –4 penalty on all ranged attacks.

Loading equipment, bayonet lug, permanent fixed stock

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Matchlock Pistol	.75 Ball (3d8/-5)	Int:1	F	20'	Single	M	3.0	8	40%	None
Double Barrel Matchlock Pistol	.75 Ball (3d8/-5)	Int:2	F	20'	Single/Double	M	3.0	11	40%	None
Matchlock Carbine	.75 Ball (3d8/-5)	Int:1	F	40'	Single	L	8.0	10	40%	None
Matchlock Musket	.75 Ball (3d8/-5)	Int:1	F	55'	Single	L	10.0	13	40%	None

Table 109: Black Powder Firearms, Matchlocks

Flintlocks

Flintlocks are very similar to matchlocks, but instead of a slowly burning match that is put to the touch hole, flintlocks instead have a piece of flint that, when the trigger is pulled, flies forward and scrapes against the frizzen, causing sparks to shower in the pan below, which is filled with gunpowder. The pan then ignites the charge, and the firearm fires. The entire loading process is nearly the same, except for a little gun powder is added to the pan so that it can ignite the charge. Because of how the charge is ignited, they are significantly more reliable than matchlocks, and can be used in wet or damp environments.

Flintlocks come in both rifled and musket varieties, as well as a host of other odd types of configurations.

Muskets vs. Rifles

A musket is a smoothbore black powder firearm, very similar to a modern day shotgun. These are inaccurate at longer distances, but cheaper to make, and easier to produce. A rifle has rifling, or grooves cut into the inside of the barrel that the bullet engages, causing the bullet to spin as it travels down the barrel. This increases accuracy, but cutting rifling into the barrel increases the cost. Also, due to the way rifling is designed, a smaller caliber has to be used in order to gain the most out of the rifling.

Flintlock Pistol

The Flintlock Pistol is usually used as a sidearm, sporting a 6 to 8 inch barrel. They are mostly suited to close quarters fighting and as last effort weapons.

Loading equipment

Double Barrel Flintlock Pistol

The Double Barrel Flintlock Pistol is usually used as a sidearm, sporting two 6 to 8 inch barrels. They are mostly suited to close quarters fighting and as last effort weapons. This model comes with two shots, as opposed to one, and can perform double tap and doublefire shots, taking any penalties as normal.

Loading equipment

Flintlock Pistol, Rifled

This is an upgrade of the flintlock pistol, adding rifling to the barrel to increase its accuracy and effective range.

Loading equipment

Double Barrel Flintlock Pistol, Rifled

This is an upgrade of the double barrel flintlock pistol, adding rifling to the barrel to increase its accuracy and effective range. This model comes with two shots, as opposed to one, and can perform double tap and doublefire shots, taking any penalties as normal.

Loading equipment

Blunderbuss

A muzzleloading firearm with a short, wide barrel that flares out at the muzzle. It fires shot, functioning similarly to a modern shotgun. Because it has no actual caliber it can be filled with any Fine sized object of sufficient hardness such as pebbles, lead shot, marbles made of clay, glass, or steel, or coins. The blunderbuss pistol can hold up to six objects and a blunderbuss may hold up to twelve objects before being too full to function. Each object grants the attack 1d4 ballistic damage. Functions like a shotgun for range increment, where the negative -2 applies to both damage and attack rolls.

A blunderbuss comes with a permanent fixed stock.

Flintlock Carbine

This is a shortened version of the full sized musket, useful for close quarters battle. It does not have the range of a full sized musket, but it does not suffer as harsh of penalties when fighting adjacent foes. These muskets can accept a bayonet. When using a matchlock carbine musket stock against an adjacent opponent, the character takes a -2 penalty on all ranged attacks.

Bayonet lug, permanent fixed stock

Flintlock Carbine, Rifled

This is a shortened version of the full sized musket, useful for close quarters battle. It has a rifled barrel, instead of a smoothbore barrel. It does not have the range of a full sized musket, but it does not suffer as harsh of penalties when fighting adjacent foes. These muskets can accept a bayonet. When using a matchlock carbine musket stock against an adjacent opponent, the character takes a -2 penalty on all ranged attacks.

Loading equipment, bayonet lug, permanent fixed stock

Flintlock Musket

This is the full size flintlock musket, useful for longer range engagements. These muskets can accept a bayonet. When using a flintlock musket against an adjacent opponent, the character takes a -4 penalty on all ranged attacks.

Loading equipment, bayonet lug, permanent fixed stock

Flintlock Musket, Rifled

This is the full size flintlock musket, useful for longer range engagements, complete with an upgraded, rifled barrel. These muskets can accept a bayonet. When using a flintlock musket against an adjacent opponent, the character takes a -4 penalty on all ranged attacks.

Loading equipment, bayonet lug, permanent fixed stock

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Flintlock Pistol	.75 Ball (3d8/-5)	Int:1	F	20'	Single	M	3.0	11	20%	None
Double Barrel Flintlock Pistol	.75 Ball (3d8/-5)	Int:2	F	20'	Single/Double	M	3.0	16	20%	None
Flintlock Pistol, Rifled	.58 Minié Ball (2d10/-4)	Int:1	F	30'	Single	M	3.0	13	20%	None
Double Barrel Flintlock Pistol, Rifled	.58 Minié Ball (2d10/-4)	Int:2	F	30'	Single/Double	M	3.0	18	20%	None
Flintlock Carbine	.75 Ball (3d8/-5)	Int:1	F	40'	Single	L	8.0	16	20%	None
Flintlock Carbine, Rifled	.58 Minié Ball (2d10/-4)	Int:1	F	55'	Single	L	8.0	21	20%	None
Flintlock Musket	.75 Ball (3d8/-5)	Int:1	F	55'	Single	L	10.0	18	20%	None
Flintlock Musket, Rifled	.58 Minié Ball (2d10/-4)	Int:1	F	75'	Single	L	10.0	26	20%	None
Blunderbuss Pistol	See text	Int:1	F	10'	Single	M	3.3	12	20%	None
Blunderbuss	See text	Int:1	F	20'	Single	L	10.8	22	20%	None

Table 110: Black Powder Firearms, Flintlocks

Percussion Caps

A percussion cap breaks free of the issue of flintlocks and matchlocks with using a hammer and a percussion cap that contains a touch explosive. When the trigger is pulled the hammer flies forward, striking the percussion cap, that sends the explosion through a channel that ignites the gunpowder charge, and the firearm fires. The entire loading process is nearly the same, except for a cap is added to the nipple. Because of how the charge is ignited, they are significantly more reliable than both matchlocks and flintlocks, and have a lower failure rate for firing. The type of firearm is noted in the description of the firearm.

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Colt 1849 Pocket Backup Handgun.	.31 Ball (2d3/+0)	Cyl:5	F	20'	SA	S	2.4	19	10%	None
Colt 1851 Navy +1 Mastercraft. Full Sized Handgun.	.36 Ball (2d4/-1)	Cyl:6	F	25'	SA	M	2.6	22	10%	None
Colt 1860 Army +1 Mastercraft. Full Sized Handgun.	.44 Ball (2d6/-2)	Cyl:6	F	25'	SA	M	2.7	26	10%	None
Colt 1862 Navy +1 Mastercraft. Backup Handgun.	.36 Ball (2d4/-1)	Cyl:6	F	15'	SA	M	1.5	22	10%	None
Colt Dragoon Full Sized Handgun.	.44 Ball (2d6/-2)	Cyl:6	F	20'	SA	M	4.3	22	10%	None
Colt Paterson Full Sized Handgun.	.36 Ball (2d4/-1)	Cyl:5	F	25'	SA	M	2.8	23	10%	None
Enfield 1853 Fixed stock and a bayonet lug. Battle Rifle.	.58 Minié Ball (2d10/-4)	Int:1	F	75'	Single	L	9.5	40	10%	None
Griswold and Gunnison Revolver Full Sized Handgun.	.36 Ball (2d4/-1)	Cyl:6	F B	20'	SA	M	2.6	18	25%	None
Kerr's Patent Revolver Backup Handgun.	.36 Ball (2d4/-1)	Cyl:5	F	30'	SA	M	2.6	30	10%	None
Kerr's Patent Revolver Backup Handgun.	.44 Ball (2d6/-2)	Cyl:5	F	30'	SA	M	2.7	33	10%	None
LeMat Revolver Full Sized Handgun.	.36 Ball (2d4/-1) and 16 Gauge (4d6+3/-6)	Cyl:9 Int:1	F	20'	SA	M	3.1	55	10%	None
LeMat Revolver Full Sized Handgun.	.44 Ball (2d6/-2) and 16 Gauge (4d6+3/-6)	Cyl:9 Int:1	F	20'	SA	M	3.1	55	10%	None
LeMat Revolver Full Sized Handgun.	.36 Ball (2d4/-1) and 20 Gauge (4d6/-5)	Cyl:9 Int:1	F	20'	SA	M	3.1	55	10%	None
LeMat Revolver Full Sized Handgun.	.44 Ball (2d6/-2) and 20 Gauge (4d6/-5)	Cyl:9 Int:1	F	20'	SA	M	3.1	55	10%	None
Remington New Model Full Sized Handgun. Can use cylinders like magazines.	.36 Ball (2d4/-1)	Cyl:6:3	F B	20'	SA	S	2.8	32	10%	None
Remington New Model Full Sized Handgun. Can use cylinders like magazines.	.44 Ball (2d6/-2)	Cyl:6:3	F B	20'	SA	S	2.8	20	10%	None
Richmond Rifle Fixed stock and a bayonet lug. Battle Rifle.	.58 Minié Ball (2d10/-4)	Int:1	F	35'	Single	L	9.0	15	35%	None
Sharps 1863 Carbine Fixed stock and a bayonet lug. Carbine Rifle.	.52 Ball (2d8/-3)	Int:1	F	40'	Single	L	9.5	19	10%	None
Sharps 1873 Carbine Fixed stock and a bayonet lug. Carbine Rifle.	.52 Ball (2d8/-3)	Int:1	F	50'	Single	L	9.5	23	10%	None
Remington Revolving Rifle Fixed stock and a bayonet lug. Battle Rifle	.44 Ball (2d6/-2)	Int:6	F	50'	SA	L	8.5	17	10%	None
Tranter Full Sized Handgun.	.36 Ball (2d4/-1)	Cyl:6	F B	35'	SA	S	2.8	26	10%	None
Tranter Full Sized Handgun.	.44 Ball (2d6/-2)	Cyl:6	F B	35'	SA	S	2.8	28	10%	None
Springfield M1861 Fixed stock and bayonet lug. Battle Rifle.	.58 Minié Ball (2d10/-4)	Int:1	F	70'	Single	L	9.0	20	10%	None

Table 111: Black Powder Firearms, Percussion Cap

Modern Muzzleloaders

This is the modern recreation of the percussion cap, trading in the antiquated calibers for something with a more modern payload and a more reliable ignition, as well as the ability to use propellant pellets. They function identically to percussion cap firearms, but have more modern catchings such as optics rails, tactical rails, and a wider selection of projectile types. The type of firearm is noted in the description of the firearm.

Modern Muzzleloaders can take advantage of feats that enhance the usage of weapons, but are still considered black powder firearms for the purpose of reloading.

Weapon	Caliber (Dam/Rec)	Magazine	Upg	Rng	RoF	Sz	Wt	Cost	Err	Lic
Single Barrel Muzzleloading Carbine Fixed stock. Carbine Rifle.	.50 Cal (4d10+3/-8)	Int:1	F B	55'	Single	L	5.4	10	0%	None
Single Barrel Muzzleloading Rifle Fixed stock. Battle rifle.	.50 Cal (4d10+3/-8)	Int:1	F B	85'	Single	L	6.3	13	0%	None
Double Barrel Muzzleloading Carbine Fixed stock. Carbine Rifle.	.50 Cal (4d10+3/-8)	Int:2	F B	55'	Single/Double	L	6.2	18	0%	None
Double Barrel Muzzleloading Rifle Fixed stock. Battle rifle.	.50 Cal (4d10+3/-8)	Int:2	F B	85'	Single/Double	L	7.1	24	0%	None
Single Barrel Muzzleloading Pistol Target Handgun	.50 Cal (4d10+3/-8)	Int:1	F B	35'	Single	M	3.1	14	0%	None
Double Barrel Muzzleloading Pistol Target Handgun	.50 Cal (4d10+3/-8)	Int:2	F B	35'	Single/Double	M	4.5	19	0%	None

Table 112: Black Powder Firearms, Modern Muzzleloader

Gunsmithing

A gunsmith is a person who repairs, modifies, designs, or builds firearms. This occupation is different from an armorer. The armorer primarily maintains (disassembly, cleaning) weapons and performs limited repairs involving parts replacement and possibly work involving accurization. A gunsmith does factory level repairs, renovation (such as applying metal finishes), and makes modifications and alterations for special uses. Gunsmiths may also apply carvings, engravings, and other decorative features to an otherwise finished gun. Gunsmithing falls under Craft (Mechanical), and all the rolls and TNs are for that skill.

Crafting a brand new firearm When crafting a new firearm, a character must first pick what current category the firearm would fit into, or the best case that the firearm would fit into. Aspects such as caliber, magazine size, feed type, barrel length and range, and size, can all play into this.

When crafting a firearm, a character must meet the minimum requirements for each category.

A firearm may use preexisting magazines for no increase to the TN, but the firearm must use the same caliber of ammunition that the corresponding magazine and firearm uses.

A gunsmith can also build additional box magazines for their firearm, costing 1 WP per additional magazine.

The GM decides, based on the firearm the players want to craft, what the size and weight of it would be.

Crafting any firearm has a base TN of 5, with an error range of 40% and cost equal to the total TN. For every 3 points the Craft check exceeds the DC by, the error range is reduced by 5%.

Holdout Handguns

Holdout handguns are generally no bigger than Small sized, with a +2 bonus to Stealth. Most holdout handguns use small, weak calibers, such as .22 Long Rifle and .25 ACP. These typically use removable magazines, while larger calibers, such as 9x19mm and .45 ACP are typically single or double shot weapons. They can be either revolvers, or semi-automatic pistols. Because of their size, they usually use either Single Action, or Double Action Only. Because of their size and barrel length, they rarely get past 25 feet per range increment.

Type	Magazine	Caliber	Range
Single Shot	Internal: 1	+2 TN per category (Max 5th category)	+2 TN per every 5' over 10' (Max 20')
Double Shot	Internal: 2	+2 TN per category (Max 5th category)	+2 TN per every 5' over 10' (Max 20')
Single Action Revolver	Cylinder: 5 for 2nd category 3 for 3rd category	+3 TN per category (2nd-3rd category)	+2 TN per every 5' over 10' (Max 20')
DAO Pistol ¹	Box Mag: +2 TN for every 2 rounds over 4 (Max 8 rounds)	+4 TN per category (2nd-3rd category)	+2 TN per every 5' over 10' (Max 20')
DA/SA Pistol ¹	Box Mag: +2 TN for every 2 rounds over 4 (Max 8 rounds)	+3 TN per category (2nd-3rd category)	+2 TN per every 5' over 10' (Max 20')
Preset Action Pistol ¹	Box Mag: +2 TN for every 2 rounds over 4 (Max 8 rounds)	+5 TN per category (2nd-3rd category)	+2 TN per every 5' over 10' (Max 20')

Table 113: Gunsmithing - Holdout Handgun

¹ A character can choose to craft a firearm to take the same kind of magazines from a preexisting Holdout Handgun. If the character does this, they do not have to add the TN to the firearm's total level, but the firearm must use the same caliber of ammunition that the corresponding magazine and firearm uses.

Backup Handguns

Backup Handguns are between Small sized with a +3 bonus to Stealth, to small sized. Backup handguns, being larger, have a more choices for calibers, using the same calibers that full-sized handguns use, such as .38 Special, 9x19mm, and .40 S&W., though at a diminished capacity. They can also be revolvers or semi-automatic pistols, using a number of actions such as Double Action Only, Double Action/Single Action, and Double Action, as well as Preset Action. Their range increment is usually between 25 and 30 feet.

Type	Magazine	Caliber	Range
DAO Revolver	Cylinder: 6 for 2nd-3rd category 5 for 4th category	+3 TN per category (2nd-4th category)	+2 TN per every 5' over 10' (Max 35')
Single Action Revolver	Cylinder: 6 for 2nd-3rd category 5 for 4th category	+2 TN per category (2nd-4th category)	+2 TN per every 5' over 10' (Max 35')
Double Action Revolver	Cylinder: 6 for 2nd-3rd category 5 for 4th category	+3 TN per category (2nd-4th category)	+2 TN per every 5' over 10' (Max 35')
Single Action Pistol ¹	Box Mag: +2 TN for every 2 rounds over 6 (Max 12 Rounds)	+3 TN per category (2nd-5th category)	+1 TN per every 5' over 10' (Max 35')
DA/SA Pistol ¹	Box Mag: +2 TN for every 2 rounds over 6 (Max 12 Rounds)	+4 TN per category (2nd-5th category)	+1 TN per every 5' over 10' (Max 35')
DAO Pistol ¹	Box Mag: +2 TN for every 2 rounds over 6 (Max 12 Rounds)	+3 TN per category (2nd-5th category)	+1 TN per every 5' over 10' (Max 35')
Preset Action Pistol ¹	Box Mag: +2 TN for every 2 rounds over 6 (Max 12 Rounds)	+5 TN per category (2nd-5th category)	+1 TN per every 5' over 10' (Max 35')

¹ A character can choose to craft a firearm to take the same kind of magazines from a preexisting Backup Handgun. If the character does this, they do not have to add the TN to the firearm's total level, but the firearm must use the same caliber of ammunition that the corresponding magazine and firearm uses.

Table 114: Gunsmithing - Backup Handgun

Full-Sized Handguns

Full-sized handguns are usually Small size. They take your typical handgun cartridges, such as .38 Special, .357 Magnum, and .45 ACP, usually at their full capacity. They sometimes share magazines with their backup handgun counterparts. Because size is not a real factor, any action can be used, but Double Action/Single Action, Double Action, and Preset Actions are most common. Their range increment are usually between 30 and 35 feet, but having longer ranges is not unheard of.

Type	Magazine	Caliber	Range
DAO Revolver	Cylinder: 7 for 2nd-3rd category 6 for 4th category 5 for 5th category	+3 TN per category (2nd-5th category)	+2 TN per every 5' over 10' (Max 35')
Single Action Revolver	Cylinder: 7 for 2nd-3rd category 6 for 4th category 5 for 5th category	+2 TN per category (2nd-5th category)	+2 TN per every 5' over 10' (Max 35')
Double Action Revolver	Cylinder: 7 for 2nd-3rd category 6 for 4th category 5 for 5th category	+3 TN per category (2nd-5th category)	+2 TN per every 5' over 10' (Max 35')
Single Action Pistol ¹	Box Mag: +1 TN for every 2 rounds over 6 (Max 20 Rounds)	+3 TN per category (2nd-5th category)	+1 TN per every 5' over 10' (Max 35')
DA/SA Pistol ¹	Box Mag: +1 TN for every 2 rounds over 6 (Max 20 Rounds)	+4 TN per category (2nd-5th category)	+1 TN per every 5' over 10' (Max 35')
DAO Pistol ¹	Box Mag: +1 TN for every 2 rounds over 6 (Max 20 Rounds)	+3 TN per category (2nd-5th category)	+1 TN per every 5' over 10' (Max 35')
Preset Action Pistol ¹	Box Mag: +1 TN for every 2 rounds over 6 (Max 20 Rounds)	+5 TN per category (2nd-5th category)	+1 TN per every 5' over 10' (Max 35')

¹ A character can choose to craft a firearm to take the same kind of magazines from a preexisting Full-sized handgun. If the character does this, they do not have to add the TN to the firearm's total level, but the firearm must use the same caliber of ammunition that the corresponding magazine and firearm uses.

Table 115: Gunsmithing - Full-size Handgun

Target and Hunting Handguns

Target Handguns can be anywhere from Small to Medium sized, and can span a wide variety of cartridges, all the way from .22 Long Rifle, up to rifle cartridges such as the 5.56x45mm. Hunting handguns are generally larger caliber, usually calibers such as the .44 Magnum and .50 Action Express. Ranges are usually from 30 feet all the way up to 50 feet.

Type	Magazine	Caliber	Range
Bolt Action Pistol ¹	Internal: +1 TN for every round over 5 (Max 15) Box Mag: +2 TN for every round over 10 (Max 15)	+3 TN per category (2nd-8th category)	+1 TN for every 5' over 20' (Max 50')
Lever Action Pistol ¹	Internal: +1 TN for every round over 5 (Max 8) Box Mag: +2 TN for every round over 10 (Max 15)	+3 TN per category (2nd-8th category)	+1 TN for every 5' over 20' (Max 50')
Pump Action Pistol ¹	Internal: +1 TN for every round over 5 (Max 8) Box Mag: +2 TN for every round over 10 (Max 15)	+3 TN per category (2nd-8th category)	+1 TN for every 5' over 20' (Max 50')
Single Action Pistol ¹	Box Mag: +1 TN for every 2 rounds over 5 (Max 30)	+4 TN per category (2nd-8th category)	+2 TN for every 5' over 20' (Max 50')
Preset Action Pistol ¹	Box Mag: +1 TN for every 2 rounds over 5 (Max 30)	+4 TN per category (2nd-8th category)	+2 TN for every 5' over 20' (Max 50')
DA/SA Pistol ¹	Box Mag: +1 TN for every 2 rounds over 5 (Max 30)	+4 TN per category (2nd-8th category)	+2 TN for every 5' over 20' (Max 50')
Double Action Revolver	Cylinder: 9 for 2nd category 7 for 3rd-5th category 6 for 6th category 5 for 7th-8th category	+5 TN per category (2nd-8th category)	+2 TN for every 5' over 20' (Max 50')

¹ A character can choose to craft a firearm to take the same kind of magazines from a preexisting Target and Hunting Sized Handgun. If the character does this, they do not have to add the TN to the firearm's total level, but the firearm must use the same caliber of ammunition that the corresponding magazine and firearm uses.

Table 116: Gunsmithing - Target or Hunting Handgun

Machine Pistols

Machine Pistols are usually Small to Medium sized, and are generally chambered in calibers that full-sized handguns are chambered in. A few share magazines with their full-sized handgun counterparts, but this is rare. Machine pistols generally have an automatic fire, but that's hardly a requirement. They do, however, have large magazines. They also tend to have removable stocks, or vertical foregrips, to control their automatic fire. They are generally fired in closed bolt position. Ranges generally span the same as full-sized handguns, but they are considered a scale of firepower, because of their automatic rate of fire. When crafting a weapon with automatic fire, the creator can choose what rate of fire the automatic fires at.

Type	Magazine	Caliber	Range	Firing Modes
Open Bolt Machine Pistol ¹	Box Mag: +1 TN for every round over 15 (Max 40)	+2 TN per category (2nd-5th category)	+1 TN for every 5' over 15' (Max 45')	Semi-automatic +8 TN Fully Automatic Free 2 Round Burst +10 TN 3 Round Burst +12 TN
Closed Bolt Machine Pistol ¹	Box Mag: +1 TN for every round over 15 (Max 40)	+2 TN per category (2nd-5th category)	+1 TN for every 5' over 15' (Max 45')	Semi-automatic Free Fully Automatic +7 TN 2 Round Burst +12 TN 3 Round Burst +13 TN

¹ A character can choose to craft a firearm to take the same kind of magazines from a preexisting Machine Pistol. If the character does this, they do not have to add the TN to the firearm's total level, but the firearm must use the same caliber of ammunition that the corresponding magazine and firearm uses.

Table 117: Gunsmithing - Machine Pistol

Sub-Machine Guns

Sub-machine guns are generally sized between Medium and Large, and are chambered in a pistol caliber, such as 9x19mm or .40 S&W. Sub-machine guns are created with a fixed stock. When crafting a weapon with automatic fire, the creator can choose what rate of fire the automatic fires at. SMGs are restricted to the following calibers:

.22 Long Rifle	.38 Special	.45 Long Colt	10mm Auto
.25 ACP	.30 Super Carry	.41 Long Colt	.44 Magnum
.17 HMR	.40 S&W	7.63x25mm Mauser	5.7x28mm
.380 ACP	.38 Long Colt	7.62x25mm Tokarev	4.6x30mm
.32 ACP	.38/200	.455 Webley	.44 Special
.41 Rimfire	.38 S&W	.44 American	7.63mm Mannlicher
.32 Rimfire	.38 Super	9mm Japanese Revolver	.454 Casull
8x22mm Nambu	.357 Magnum	.44 Russian	.50 Action Express
9x19mm	.45 ACP	7.62x38mmR Nagant	
9x18mm Makarov	.45 GAP	.357 SIG	

Type	Magazine	Caliber	Range	Firing Modes
Open Bolt SMG ¹	Box Mag +1 TN for every round over 15 (Max 40)	+2 TN per category (2nd-6th category)	+1 TN for every 5' over 10' (Max 60')	Semi-automatic +8 TN Fully Automatic Free 2 Round Burst +10 TN 3 Round Burst +12 TN
Closed Bolt SMG ¹	Box Mag +1 TN for every round over 15 (Max 40)	+2 TN per category (2nd-6th category)	+1 TN for every 5' over 10' (Max 60')	Semi-automatic Free Fully Automatic +7 TN 2 Round Burst +12 TN 3 Round Burst +13 TN

¹ A character can choose to craft a firearm to take the same kind of magazines from a preexisting Sub-machine Guns. If the character does this, they do not have to add the TN to the firearm's total level, but the firearm must use the same caliber of ammunition that the corresponding magazine and firearm uses.

Table 118: Gunsmithing - Sub-Machine Gun

Carbines

Carbine rifles are almost always Large, chambered in intermediate rifle cartridges, such as 5.56x45mm, or full power rifle cartridges such as 7.62x51mm, with magazines ranging from 10 to 35 rounds. There also exists a subsection called the pistol caliber carbine, which shoots pistol caliber rounds, such as the 9x19mm, and is always semi-automatic, as a fully automatic pistol carbine is a sub-machine gun. All carbine rifles are crafted with a fixed stock. When crafting a weapon with automatic fire, the creator can choose what rate of fire the automatic fires at.

Type	Magazine	Caliber	Range	Firing Modes
Single Shot Carbine	Internal: 1	+1 TN per category (2nd-9th category)	+1 TN for every 10' over 30' (Max 120')	—
SxS Double Shot Carbine	Internal: 2	+1 TN per category (2nd-9th category)	+1 TN for every 10' over 30' (Max 120')	—
OxU Double Shot Carbine	Internal: 2	+1 TN per category (2nd-9th category)	+1 TN for every 10' over 30' (Max 120')	—
Pump Action Carbine ¹	Internal: +1 TN for every round over 5 (Max 8) Box Mag: +2 TN for every round over 10 (Max 40)	+2 TN per category (2nd-9th category)	+1 TN for every 5' over 20' (Max 80')	—
Lever Action Carbine ¹	Internal: +1 TN for every round over 5 (Max 8) Box Mag: +2 TN for every round over 10 (Max 40)	+2 TN per category (2nd-9th category)	+1 TN for every 5' over 20' (Max 80')	—
Self-loading Carbine ¹	Internal: +1 TN for every round over 5 (Max 8) Box Mag: +2 TN for every round over 10 (Max 40)	+2 TN per category (2nd-9th category)	+1 TN for every 5' over 20' (Max 75')	Semi-automatic Free Fully Automatic +9 TN 2 Round Burst +12 TN 3 Round Burst +14 TN

¹ A character can choose to craft a firearm to take the same kind of magazines from a preexisting Carbine Rifle. If the character does this, they do not have to add the TN to the firearm's total level, but the firearm must use the same caliber of ammunition that the corresponding magazine and firearm uses.

Table 119: Gunsmithing - Carbine

Assault, Battle, and Target Rifles

Assault rifles are Large firearms, chambered in intermediate rifle cartridges such as 5.56x45mm or 7.62x39mm, that have an automatic rate of fire and a stock. Battle rifles are Large weapons chambered in a full power rifle cartridge, such as the 7.62x51mm, that have an automatic rate of fire, and a stock. Target rifles fall into both of these categories, but lack the automatic firepower. Ranges are conclusive to rifles, spanning from 65-110'. All assault, battle, and target rifles are crafted with a fixed stock. When crafting a weapon with automatic fire, the creator can choose what rate of fire the automatic fires at.

Type	Magazine	Caliber	Range	Firing Modes
Single Shot Rifle	Internal: 1	+1 TN per category (2nd-9th category)	+1 TN for every 10' over 50' (Max 150')	—
SxS Double Shot Rifle	Internal: 2	+1 TN per category (2nd-9th category)	+1 TN for every 10' over 50' (Max 150')	—
OxU Double Shot Rifle	Internal: 2	+1 TN per category (2nd-9th category)	+1 TN for every 10' over 50' (Max 150')	—
Pump Action Rifle ¹	Internal: +1 TN for every round over 5 (Max 8) Box Mag: +2 TN for every round over 10 (Max 40)	+2 TN per category (2nd-9th category)	+1 TN for every 5' over 45' (Max 120')	—
Lever Action Rifle ¹	Internal: +1 TN for every round over 5 (Max 8) Box Mag: +2 TN for every round over 10 (Max 40)	+2 TN per category (2nd-9th category)	+1 TN for every 5' over 45' (Max 120')	—
Self-loading Rifle ¹	Internal: +1 TN for every round over 5 (Max 8) Box Mag: +2 TN for every round over 10 (Max 40)	+2 TN per category (2nd-9th category)	+1 TN for every 5' over 45' (Max 120')	Semi-automatic Free Fully Automatic +9 TN 2 Round Burst +12 TN 3 Round Burst +14 TN

¹ A character can choose to craft a firearm to take the same kind of magazines from a preexisting Assault, Battle, or Target Rifles. If the character does this, they do not have to add the TN to the firearm's total level, but the firearm must use the same caliber of ammunition that the corresponding magazine and firearm uses.

Table 120: Gunsmithing - Assault, Battle, or Target Rifle

Designated Marksman Rifles

Designated marksman rifles are semi-automatic or selective fire rifles that have been optimized for long range engagement. As such, they generally have optics, bipods, and a stock that allows them to steady, as well as being chambered in a full-sized rifle cartridge. All designated marksman rifles are crafted with a fixed stock. When crafting a weapon with automatic fire, the creator can choose what rate of fire the automatic fires at.

Type	Magazine	Caliber	Range	Firing Modes
DMR ¹	Box Mag: +2 TN for every round over 10 (Max 30)	+2 TN per category (7th-9th category)	+4 TN per every 5' over 85' (Max 130 feet)	Semi-automatic Free Fully Automatic +10 TN 2 Round Burst +13 TN 3 Round Burst +16 TN

¹ A character can choose to craft a firearm to take the same kind of magazines from a preexisting Designated Marksman Rifles. If the character does this, they do not have to add the TN to the firearm's total level, but the firearm must use the same caliber of ammunition that the corresponding magazine and firearm uses.

Table 121: Gunsmithing - Designated Marksman Rifle

Bolt Action and Sniper Rifles

Sniper rifles and bolt action rifles are nearly identical in construction, being bolt action rifles purpose built for long range target engagement. Where they differ is deployment. All sniper rifles will have optics. Ranges vary widely, but they are at least 80 feet. Bolt action and sniper rifles are crafted with a fixed stock.

Type	Magazine	Caliber	Range
Bolt Action or Sniper Rifle ¹	Internal: +1 TN for every round over 3 (Max 10) Box Mag: +2 TN for every round over 3 (Max 10)	+2 TN per category (2nd-9th category)	+1 TN per every 5' over 80' (Max 170')

¹ A character can choose to craft a firearm to take the same kind of magazines from a preexisting Bolt Action or Sniper Rifles. If the character does this, they do not have to add the TN to the firearm's total level, but the firearm must use the same caliber of ammunition that the corresponding magazine and firearm uses.

Table 122: Gunsmithing - Bolt Action or Sniper Rifle

Anti-materiel Rifles

Anti-materiel rifles are usually semi-automatic rifles chambered in a heavy caliber, such as .50 BMG or 20mm, but can be single or double shot as well. These weapons are almost always Huge in size and require bipods in order to use properly. They can be single shot, double shot, bolt action or semi -automatic, but ranges are at least 150 feet. All anti-materiel rifles are crafted with a bipod and a fixed stock. When crafting a weapon with automatic fire, the creator can choose what rate of fire the automatic fires at.

Type	Magazine	Caliber	Range	Firing Modes
Single Shot Anti-materiel Rifle	Internal: 1	+1 TN per category (10th-11th category)	+1 TN per every 10' over 150' (Max 650')	—
SxS Double Shot Anti-materiel Rifle	Internal: 2	+1 TN per category (10th-11th category)	+1 TN per every 10' over 130' (Max 600')	—
OxU Double Shot Anti-materiel Rifle	Internal: 2	+1 TN per category (10th-11th category)	+1 TN per every 10' over 130' (Max 600')	—
Self-loading Anti-materiel Rifle ¹	Internal: +5 TN for every round over 2 (Max 5) Box Mag: +2 TN for every round over 3 (Max 10)	+1 TN per category (10th-11th category)	+1 TN per every 10' over 120' (Max 450')	Bolt Action Free Semi-automatic Free Fully Automatic +15 TN 2 Round Burst +20 TN 3 Round Burst +25 TN

¹ A character can choose to craft a firearm to take the same kind of magazines from a preexisting Anti-Materiel Rifles. If the character does this, they do not have to add the TN to the firearm's total level, but the firearm must use the same caliber of ammunition that the corresponding magazine and firearm uses.

Table 123: Gunsmithing - Anti-Materiel Rifle

Sporting Shotguns

Sporting shotguns are shotguns that are used for hunting, or other shooting related sports, such as clay pigeons. As such, they may have low capacities, and are either pump action or semi-automatic. They generally come with stocks, and usually have a ton of accessories to help the user hit their mark, including recoil reducing stocks, and sights. Ranges vary, but most are between 45 to 55 feet. All sporting shotguns are crafted with a fixed stock.

Type	Magazine	Caliber	Range	Barrel
Single Shot	Internal: 1	1st category	+1 TN per every 5' over 15' (Max 60')	Slug +3 TN Removable Choke +2 TN Choked Free Smoothbore Free Threaded Smoothbore +5 TN
SxS Double Shot	Internal: 2	1st category	+1 TN per every 5' over 15' (Max 60')	Slug +3 TN Removable Choke +2 TN Choked Free Smoothbore Free Threaded Smoothbore +5 TN
OxU Double Shot	Internal: 2	1st category	+1 TN per every 5' over 15' (Max 60')	Slug +3 TN Removable Choke +2 TN Choked Free Smoothbore Free Threaded Smoothbore +5 TN
Bolt Action ¹	Internal: +1 TN for every round over 3 (Max 7) Box Mag: +2 TN for every round over 3 (Max 8)	1st category	+1 TN per every 5' over 15' (Max 60')	Slug +3 TN Removable Choke +2 TN Choked Free Smoothbore Free Threaded Smoothbore +5 TN
Lever Action ¹	Internal: +1 TN for every round over 4 (Max 7) Box Mag: +2 TN for every round over 3 (Max 10)	1st category	+1 TN per every 5' over 15' (Max 60')	Slug +3 TN Removable Choke +2 TN Choked Free Smoothbore Free Threaded Smoothbore +5 TN
Pump Action ¹	Internal: +1 TN for every round over 3 (Max 9) Box Mag: +2 TN for every round over 3 (Max 10)	1st category	+1 TN per every 5' over 15' (Max 60')	Slug +3 TN Removable Choke +2 TN Choked Free Smoothbore Free
Self-Loading ¹	Internal: +1 TN for every round over 4 (Max 9) Box Mag: +2 TN for every round over 3 (Max 20)	1st category	+1 TN per every 5' over 15' (Max 60')	Slug +3 TN Removable Choke +2 TN Choked Free Smoothbore Free Threaded Smoothbore +5 TN

¹ A character can choose to craft a firearm to take the same kind of magazines from a preexisting Sporting Shotgun. If the character does this, they do not have to add the TN to the firearm's total level, but the firearm must use the same caliber of ammunition that the corresponding magazine and firearm uses.

Table 124: Gunsmithing - Sporting Shotgun

Combat Shotguns

Combat shotguns are almost exclusively in 12 Gauge, and are equipped with high capacity tubes. They will have combat cut smoothbore barrels, and take advantage of combat sights and sturdy stocks. Ranges are somewhat shorter, ranging from 45 to 50 feet. All combat shotguns are crafted with a combat cut smoothbore barrel and a fixed stock.

Type	Magazine	Caliber	Range
SxS Double Shot	Internal: 2	1st Category	+1 TN per every 5' over 15' (Max 60')
OxU Double Shot	Internal: 2	1st Category	+1 TN per every 5' over 15' (Max 60')
Lever Action ¹	Internal: +1 TN for every round over 4 (Max 7) Box Mag: +2 TN for every round over 3 (Max 10)	1st Category	+1 TN per every 5' over 15' (Max 60')
Pump Action ¹	Internal: +1 TN for every round over 3 (Max 9) Box Mag: +2 TN for every round over 3 (Max 10)	1st Category	+1 TN per every 5' over 15' (Max 60')
Self Loading ¹	Internal: +1 TN for every round over 4 (Max 9) Box Mag: +2 TN for every round over 3 (Max 20)	1st Category	+1 TN per every 5' over 15' (Max 60')

¹ A character can choose to craft a firearm to take the same kind of magazines from a preexisting Combat Shotguns. If the character does this, they do not have to add the TN to the firearm's total level, but the firearm must use the same caliber of ammunition that the corresponding magazine and firearm uses.

Table 125: Gunsmithing - Combat Shotgun

Light Machine Guns

Light machine guns are machine guns that fire an intermediate rifle cartridge, usually from a belt or a high capacity magazine. They are almost always equipped with bipods and stocks, to help steady the firearm in its automatic fire. Because of their intended use, they rarely have a semi-automatic rate of fire. Their ranges can vary, but are generally between 80-120'. When crafting a weapon with automatic fire, the creator can choose what rate of fire the automatic fires at.

Type	Magazine	Caliber	Range	Firing Modes
LMG ¹	Linked: +5 TN Box Mag: +1 TN for every 5 rounds over 25 (Max 100)	+2 TN per category (1st-7th category)	+3 TN per every 5' over 85' (Max 150')	Semi-automatic +10 TN Fully Automatic Free 2 Round Burst +11 TN 3 Round Burst +12 TN

¹ A character can choose to craft a firearm to take the same kind of magazines from a preexisting rifles. If the character does this, they do not have to add the TN to the firearm's total level, but the firearm must use the same caliber of ammunition that the corresponding magazine and firearm uses. A character can also choose to have a Light Machine Gun accept magazines as well as linked ammunition. This increases the TN by 10.

Table 126: Gunsmithing - Light Machine Gun

General Purpose Machine Guns

General purpose machine guns are machine guns that fire either an intermediate or full powered rifle cartridge, usually from a belt or a high capacity magazine. They are almost always equipped with bipods and stocks, to help steady the firearm in its automatic fire. Because of their intended use, they rarely have a semi-automatic rate of fire. Their ranges can vary, but are generally between 100 to 150 feet. When crafting a weapon with automatic fire, the creator can choose what rate of fire the automatic fires at.

Type	Magazine	Caliber	Range	Firing Modes
GPMG ¹	Linked: +4 TN Box Mag: +2 TN for every 5 rounds over 25 (Max 100)	+2 TN per category (8th-9th category)	+3 TN per every 5' over 85' (Max 150')	Semi-automatic +13 TN Fully Automatic Free 2 Round Burst +14 TN 3 Round Burst +15 TN

¹ A character can choose to craft a firearm to take the same kind of magazines from a preexisting rifles. If the character does this, they do not have to add the TN to the firearm's total level, but the firearm must use the same caliber of ammunition that the corresponding magazine and firearm uses. A character can also choose to have a General Purpose Machine Gun accept magazines as well as linked ammunition. This increases the TN by 14.

Table 127: Gunsmithing - General Purpose Machine Gun

Underbarrel Grenade Launchers

Underbarrel grenade launchers are exclusively single shot weapons and chambered in either 40mm Caseless or 40x46mm.

Type	Magazine	Caliber	Range
Single Shot Underbarrel Grenade Launcher	Internal: 1	+1 TN per category (12th category only)	+2 TN per every 5' over 20' (Max 80')

Table 128: Gunsmithing - Underbarrel Grenade Launcher

Standalone Grenade Launchers

Standalone grenade launchers can be chambered in quite a few calibers and can be either single shot, multi-shot revolving, or pump action. They generally have stocks in order to help facilitate firing.

Type	Magazine	Caliber	Range	Firing Modes
Single Shot Standalone Grenade Launcher	Internal: 1	+1 TN per category (12th category only)	+2 TN per every 5' over 20' (Max 80')	—
Double Shot Standalone Grenade Launcher	Internal: 2	+1 TN per category (12th category only)	+2 TN per every 5' over 20' (Max 80')	—
Pump Action Standalone Grenade Launcher	Internal: +5 TN for every round over 3 (Max 5) Box Mag: +6 TN for every round over 3 (Max 8)	+1 TN per category (12th category only)	+2 TN per every 5' over 20' (Max 80')	—
Lever Action Standalone Grenade Launcher	Internal: +5 TN for every round over 3 (Max 5) Box Mag: +6 TN for every round over 3 (Max 20)	+1 TN per category (12th category only)	+2 TN per every 5' over 20' (Max 80')	—
Self-Loading Standalone Grenade Launcher	Internal: +5 TN for every round over 4 (Max 6) Box Mag: +6 TN for every round over 3 (Max 10)	+1 TN per category (12th-13th category)	+2 TN per every 5' over 20' (Max 80')	Semi-automatic Free

Table 129: Gunsmithing - Standalone Grenade Launcher

Categories These are the categories of ammunition for crafting a firearm.

.410 Bore 20 Gauge 16 Gauge 12 Gauge 10 Gauge	1st	.455 Webley .45 ACP .45 GAP .357 Magnum 7.63x25mm Mauser		6.5mm Grendel 7.62x39mm 7.5x55mm Swiss 7.5x54mm French 7.62x51mm 8mm Lebel 7x57mm Mauser 7.62x54mmR .303 British .30-40 Krag 7.7x58mm Arisaka 7.92x57mm Mauser .30-06 Springfield
	2nd	.44 Special 5.7x28mm 7.63mm Mannlicher .38-40 Winchester 4.6x30mm .32-20 Winchester .44-40 Winchester .357 SIG 10mm Auto .44 Magnum .44 AMP 7.62x25mm Tokarev .45 Winchester Magnum .50 GI .475 Wildey Magnum	5th	
.41 Rimfire .22 Short .25 ACP .22 Long Rifle .17 HMR .32 ACP .32 Rimfire .380 ACP 8x22mm Nambu .22 WMR .17 Remington .44 Henry				9th
	3rd		6th	
.38 Long Colt 7.65 Longue .38/200 .38 S&W .38 Special 9x18mm PM .40 S&W 9x19mm .30 Super Carry .38 ACP .32 S&W Long .38 Super		.460 Rowland .30 Carbine .454 Casull .50 Action Express .500 S&W Special		10th
	4th	5.45x39mm 5.8x42mm 6.5x50mm Arisaka 5.56x45mm 7.92x33mm Kurz .243 Winchester .500 Wyoming Express .500 S&W Magnum	7th	11th
.44 American 9x23mm Steyr 9mm Japanese Revolver .22 TCM .44 Russian .476 Enfield 7.62x38mmR .45 Schofield ..32 H&R Magnum .327 Federal Magnum .41 Long Colt .45 Long Colt				12th
			8th	
		9x39mm 6mm Lee Navy .300 AAC Blackout .30-30 Winchester 6.5x52 Carcano 6.5mm Creedmore		13th
				35x32mm SR 40x46mm 37mm 40mm Caseless 25x40mm

AR-15 Building

The AR pattern rifle is one of the most versatile rifles to exist, with tons of accessories made for it. Because of its design, it is very easy to switch out large parts, and design a customized, personal rifle.

An AR is comprised of two major parts; an upper receiver, which includes the barrel and chamber, bolt, gas system, tactical rails, optics and optics mount. Because this part has the actual barrel and chamber, this is the part that actually determines the rifle's caliber, and a lower receiver, which encompasses the magazine well, the frame, the stock, and the trigger group. The upper receiver will always change the classification of the AR-15, superseding the classification of the lower. It takes 12 Combat Points to disassemble or reassemble a Upper Receiver from a Lower Receiver.

Lower Receiver Types

Pistol A pistol lower receiver is a stripped down receiver, containing the bare necessities for a fully functioning firearm, but not much else. Pistol lowers are equipped with a pistol grip. These lowers are generally marketed at the civilian market, and usually come in semi-automatic only. Pistol lower receivers are considered carbine rifles for the purpose of feats, upgrades, and combat.

Carbine A carbine rifle lower receiver is a receiver that has a synthetic stock for weight, while still providing some support. These are the most common AR lowers, as they can be swapped out for a different stock, or used bare with a carbine length upper receiver. These lowers are the lowers found on the M4A1 and M4, and can be purchased with 3 round burst or fully automatic firing modes (but not both), in addition to semi-automatic, or semi-automatic only. Carbine lower receivers are considered carbine rifles for the purpose of feats, upgrades, and combat.

Assault Rifle An assault rifle lower receiver is a receiver with the standard fixed stock. They are balanced for accuracy, but lack a bit on the weight aspect. These lowers are the lowers found on the M16 series of rifles, and can be purchased with 3 round burst or fully automatic firing modes (but not both), in addition to semi-automatic, or semi-automatic only. Assault rifle lower receivers are considered assault rifles for the purpose of feats, upgrades, and combat.

Designated Marksman Rifle A designated marksman rifle lower receiver is a receiver that has been optimized for long range shooting, including a precision upgrade and either a synthetic stock, or a fixed stock. Because of their nature and intended purpose, they are usually semi-automatic only. Designated marksman rifle lower receivers are considered DMRs for the purpose of feats, upgrades, and combat.

Lower Size	Upg	RoF	Sz.	Wt	Cost	Restr	Included Upgrades
Pistol	F	Semi	M	2.0	10	L	Pistol grip
Carbine	F	Semi	L	2.5	13	L	Synthetic stock
Carbine	F	Semi/3RB	L	2.5	26	R	Synthetic stock
Carbine	F	Semi/Auto(F)	L	2.5	28	M&P	Synthetic stock
Assault Rifle	F	Semi	L	3.0	12	L	Fixed stock
Assault Rifle	F	Semi/3RB	L	3.0	25	R	Fixed stock
Assault Rifle	F	Semi/Auto(F)	L	3.0	27	M&P	Fixed stock
Designated Marksman Rifle	F	Semi	L	3.3	30	L	Precision upgrade, Fixed stock
Designated Marksman Rifle	F	Semi/3RB	L	3.3	45	R	Precision upgrade, Fixed stock

Table 130: AR-15 Lower Receivers

Upper Receiver Types

Pistol A pistol upper receiver is a receiver intended to be paired with a pistol lower. They typically have barrels about 6-7" long, which limits the gun's ability to be effectively engage in any long range fights. These are also mated with carbine rifle lowers, for those who need stabilized, high firepower, in a small configuration, and accuracy at longer ranges is not an issue. Pistol uppers turn a rifle into a SMG for the purpose of feats, upgrades, and combat.

CQB Rifle This upper has a barrel length between 10-12", primarily used by special operations forces in urban, indoor, or other tight quarter locations. They have a good balance between maneuverability and range, but are still easily outclassed by the shortest of carbines. They go well with carbine lowers, to make a light, effective rifle with good firepower. CQB rifle uppers turn a rifle into a carbine rifle for the purpose of feats, upgrades, and combat.

Carbine This upper has a barrel length between 14-16", and is the general size for soldiers who don't need a full-sized rifle, such as those in vehicles. It is a good compromise between range and maneuverability, being the largest upper that doesn't receive penalties for fighting adjacent to an enemy. Carbine rifle uppers turn a rifle into a carbine rifle for the purpose of feats, upgrades, and combat.

Assault Rifle At 18-20", this upper has good range, at the loss of weight and maneuverability. These rifles are very common and popular with hunters, action shooter sport enthusiasts, and multiple law enforcement agencies. They are commonly paired with carbine rifle lowers and assault rifle lowers, but have also been paired with designated marksman rifle lowers.

All Upper Receivers do not come with any magazines.

The X Products Can-Cannon uses 5.56 blanks to fire 12 oz soda cans. This weapon can also be used to launch thrown smoke, tear gas, stun and sting grenades. This weapon must be used with blanks only. Using any other rounds in the Can-Cannon destroys the weapon. This weapon must be loaded with a new can or grenade after each shot, which takes 3 Combat Points. The Can-Cannon can not take advantage of any magnified optic.

The TacLite T1 and T2 are considered Anti-Materiel Rifles for the purpose of feats, regardless of what kind of lower receiver they are paired with. The TacLite T2 is a bolt action rifle, and the rate of fire is changed to Bolt.

The Noveske Diplomat and SPR uppers come with the Heavy Barrel and Match Barrel upgrades.

The T14 is considered a shotgun for upgrade and feat purposes.

Weapon	Caliber/Recoil	Magazine	Upg	Rng	Upper	Sz	Wt	Cost	Err	Restr
Alexander Arms Incursion	6.5mm Grendel (4d6+1/-5)	Box:10 15:2/25:3	B O	70'	Assault	L	4.2	40	0%	L
Alexander Arms Overwatch A3	6.5mm Grendel (4d6+1/-5)	Box:10 15:2/25:3	B O	90'	Assault	L	5.6	46	0%	L
Alexander Arms HMR	.17 HMR(1d4+2/-1)	Box:10:2	B O	70'	Assault	L	4.3	27	0%	L
Del-Ton AR-15 Flat Top	5.56x45mm (5d4/-5)	M4/M16 Box:5 10 20 30:1/100:8	B O	75'	Assault	L	6.3	13	10%	L
Del-Ton AR-15 Mil-Spec A2	5.56x45mm (5d4/-5)	M4/M16 Box:5 10 20 30:1/100:8	B	75'	Assault	L	6.3	11	10%	L
Del-Ton 16" Rifle Kit	5.56x45mm (5d4/-5)	M4/M16 Box:5 10 20 30:1/100:8	B O	60'	Carbine	L	4.5	11	10%	L
DPMS .22 Long Rifle Assembly	.22 Long Rifle (1d4/-0)	AR .22LR Box:26:1/50:4	B O	45'	Assault	L	6.3	16	5%	L
DPMS Oracle 5.56 Kit	5.56x45mm (5d4/-5)	M4/M16 Box:5 10 20 30:1/100:8	B O	75'	Assault	L	6.3	18	0%	L
Noveske Diplomat	6.8 Remington SPC (5d4+3/-6)	AR 6.8 Box:10 20:2/30:4	B O 4T	60'	Pistol	L	2.5	80	0%	L
Noveske Light GPR	5.56x45mm (5d4/-5)	M4/M16 Box:5 10 20 30:1/100:8	B O 4T	70'	CQB	L	3.9	68	0%	L
Noveske Light Recce	5.56x45mm (5d4/-5)	M4/M16 Box:5 10 20 30:1/100:8	B O 4T	85'	Carbine	L	4.5	70	0%	L
Noveske Light Recce	.300 AAC BLK (4d6/-5)	M4/M16 Box:5 10 20 30:1/100:8	B O	75'	Carbine	L	4.5	35	0%	L
Noveske Recon	6.8 Remington SPC (5d4+3/-6)	AR 6.8 Box:10 20:2/30:4	B O 4T	90'	Carbine	L	4.5	75	0%	L
Noveske Rogue Hunter	.300 AAC BLK (4d6/-5)	M4/M16 Box:5 10 20 30:1/100:8	B O 4T	80'	Assault	L	4.5	65	0%	L
Noveske SPR	6.8 Remington SPC (5d4+3/-6)	AR 6.8 Box:10 20:2/30:4	B O 4T	120'	Assault	L	6.3	140	0%	L
Olympic Arms 10mm	10mm Auto (2d6+4/-4)	Box:18:2	B	65'	Carbine	L	4.5	32	0%	L

Table 131: AR-15 Upper Receivers

Weapon	Caliber/Recoil	Magazine	Upg	Rng	Upper	Sz	Wt	Cost	Err	Restr
Olympic Arms .40 S&W	.40 S&W (3d4/-3)	Box:20:2	B	60'	Carbine	L	4.5	32	0%	L
Olympic Arms .45 ACP	.45 ACP (3d4+2/-4)	Box:18:2	B	65'	Carbine	L	4.5	32	0%	L
Olympic Arms .30 Carbine	.30 Carbine (3d6+1/-4)	M1 Carbine Box:15 30:1	B O 4T	70'	Carbine	L	4.5	32	0%	L
PWA PDW AR57	5.7x28mm (3d4-1/-3)	P90 Box:30:1/50:2	B O	60'	CQB	L	3.9	30	0%	L
PWA PDW AR57	5.7x28mm (3d4-1/-3)	P90 Box:30:1/50:2	B O	80'	Carbine	L	4.5	30	0%	L
RRA .458 SOCOM	.458 SOCOM (3d12/-7)	M4/M16 Box:10:1	B O	75'	Carbine	L	4.5	45	0%	L
RRA CAR-47 A4	7.62x39mm (4d6+2/-6)	AK-47 Box:10 20 30:1/40:2/75:5	B O	75'	Carbine	L	4.5	50	0%	L
RA CAR-6.8 SPC A2	6.8 Remington SPC (5d4+3/-6)	AR 6.8 Box:10 20:2/30:4	B	65'	Carbine	L	4.5	42	0%	L
RRA CAR-6.8 SPC A2	6.8 Remington SPC (5d4+3/-6)	AR 6.8 Box:10 20:2/30:4	B O	65'	Carbine	L	4.5	42	0%	L
RRA CAR-6.8 SPC A2	6.8 Remington SPC (5d4+3/-6)	AR 6.8 Box:10 20:2/30:4	B	85'	Assault	L	6.3	45	0%	L
RRA LAR-6.8 SPC A2	6.8 Remington SPC (5d4+3/-6)	AR 6.8 Box:10 20:2/30:4	B O	85'	Assault	L	6.3	45	0%	L
RRA Pistol-9 A2	9x19mm (2d6/-2)	Uzi Box:20 32:1/50:2	B	40'	Pistol	M	2.5	31	0%	L
RRA Pistol-9 A2	9x19mm (2d6/-2)	Uzi Box:20 32:1/50:2	B	40'	Pistol	M	2.5	31	0%	L
RRA Pistol-9 A4	9x19mm (2d6/-2)	Uzi Box:20 32:1/50:2	B O	40'	Pistol	M	2.5	32	0%	L
RRA CAR-9 A2	9x19mm (2d6/-2)	Uzi Box:20 32:1/50:2	B	55'	Carbine	L	4.5	25	0%	L
RRA CAR-9 A4	9x19mm (2d6/-2)	Uzi Box:20 32:1/50:2	B O	55'	Carbine	L	4.5	27	0%	L
RRA Mid Length-9 A2	9x19mm (2d6/-2)	Uzi Box:20 32:1/50:2	B	70'	Assault	L	6.3	28	0%	L
RRA Mid Length-9 A4	9x19mm (2d6/-2)	Uzi Box:20 32:1/50:2	B O	70'	Assault	L	6.3	31	0%	L
RRA Pistol-15 A2	5.56x45mm (5d4/-5)	M4/M16 Box:5 10 20 30:1/100:8	B	50'	Pistol	M	2.5	30	0%	L
RRA Pistol-15 A4	5.56x45mm (5d4/-5)	M4/M16 Box:5 10 20 30:1/100:8	B O	50'	Pistol	M	2.5	30	0%	L
S&W M&PI5PSX	5.56x45mm (5d4/-5)	M4/M16 Box:5 10 20 30:1/100:8	B O 4T	80'	Carbine	L	4.5	38	0%	L
S&W M&PI5R	5.45x39mm (4d4+2/-5)	Box:30:2	B O 4T	75'	Carbine	L	4.5	45	0%	L

Table 132: AR-15 Upper Receivers, Cont

Weapon	Caliber/Recoil	Magazine	Upg	Rng	Upper	Sz	Wt	Cost	Err	Restr
Taclite T1	.50 BMG (10d8/-16)	Int:1	B O 4T	190'	Assault	L	12.0	75	0%	L
Taclite T1	.338 Lapua Magnum (7d8/-10)	Int:1	B O 4T	120'	Assault	L	12.0	75	0%	L
Taclite T2	.50 BMG (10d8/-16)	AW50 Box:5:12	B O 4T	190'	Assault	L	15.0	125	0%	L
T14	.410 Bore (3d4+1/-3)	Box:10:2	B	45'	Carbine	L	4.5	30	0%	L
PSA 8.5"	.300 AAC BLK (4d6/-5)	M4/M16 Box:5 10 20 30:1/100:8	B O	50'	Pistol	M	3.1	15	0%	L
PSA 10"	.300 AAC BLK (4d6/-5)	M4/M16 Box:5 10 20 30:1/100:8	B O 2T	65'	Carbine	L	4.3	17	0%	L
PSA 16"	.300 AAC BLK (4d6/-5)	M4/M16 Box:5 10 20 30:1/100:8	B O 4T	80'	Assault	L	4.5	18	0%	L
PSA 8.5"	9x19mm (2d6/-2)	Glock 26 Box:15 17 19 27:1/33:2	B O	40'	Pistol	M	3.1	15	0%	L
PSA 10"	9x19mm (2d6/-2)	Glock 26 Box:15 17 19 27:1/33:2	B O 2T	55'	Carbine	L	4.3	17	0%	L
PSA 16"	9x19mm (2d6/-2)	Glock 26 Box:15 17 19 27:1/33:2	B O 4T	70'	Assault	L	4.5	18	0%	L
PSA 8.5"	.45 ACP (3d4+2/-4)	Glock 30 Box:13:1/27:2	B O	40'	Pistol	M	3.1	15	0%	L
PSA 10"	.45 ACP (3d4+2/-4)	Glock 30 Box:13:1/27:2	B O 2T	55'	Carbine	L	4.3	17	0%	L
PSA 16"	.45 ACP (3d4+2/-4)	Glock 30 Box:13:1/27:2	B O 4T	70'	Assault	L	4.5	18	0%	L
PSA 8.5"	10mm Auto (2d6+4/-4)	Glock 29 Box:10 15 17:1/33:3	B O	40'	Pistol	M	3.1	15	0%	L
PSA 10"	10mm Auto (2d6+4/-4)	Glock 29 Box:10 15 17:1/33:3	B O 2T	55'	Carbine	L	4.3	17	0%	L
PSA 16"	10mm Auto (2d6+4/-4)	Glock 29 Box:10 15 17:1/33:3	B O 4T	70'	Assault	L	4.5	18	0%	L
PSA 8.5"	.40 S&W (3d4/-3)	Glock 27 Box:15 17 19 24:1/31:2	B O	40'	Pistol	M	3.1	15	0%	L
PSA 10"	.40 S&W (3d4/-3)	Glock 27 Box:15 17 19 24:1/31:2	B O 2T	55'	Carbine	L	4.3	17	0%	L
PSA 16"	.40 S&W (3d4/-3)	Glock 27 Box:15 17 19 24:1/31:2	B O 4T	70'	Assault	L	4.5	18	0%	L
PSA AR-V 4"	9x19mm (2d6/-2)	EVO 3 Box:10 20 30:1/35:2	B O 1T	35'	Pistol	M	3.8	25	0%	L
PSA AR-V 6.5"	9x19mm (2d6/-2)	EVO 3 Box:10 20 30:1/35:2	B O 1T	40'	Carbine	L	4.0	28	0%	L
PSA AR-V 10"	9x19mm (2d6/-2)	EVO 3 Box:10 20 30:1/35:2	B O 1T	55'	Carbine	L	4.4	30	0%	L
PSA AR-V 16"	9x19mm (2d6/-2)	EVO 3 Box:10 20 30:1/35:2	B O 1T	65'	Assault	L	4.5	32	0%	L
X Products Can-Cannon	2d6 Bludgeoning	M4/M16 Box:5 10 20 30:1/100:8	O	45'	Carbine	L	4.4	16	0%	L

Table 133: AR-15 Upper Receivers, Cont

Weapon	Caliber/Recoil	Magazine	Upg	Rng	Upper	Sz	Wt	Cost	Err	Restr
CMMG 5.7 BANSHEE	5.7x28mm (3d4-1/-3)-	Box:40:2	B O	50'	Pistol	L	2.4	30	0%	L
CMMG 5.7 RESOLUTE	5.7x28mm (3d4-1/-3)	Box:40:2	B O	70'	Carbine	L	4.5	43	0%	L
Foxtrot Mike FM9 5"	9x19mm (2d6/-2)	Uzi Box:20 32:1/50:2	B O 1T	35'	Pistol	M	2.6	32	0%	L
Foxtrot Mike FM9 7"	9x19mm (2d6/-2)	Uzi Box:20 32:1/50:2	B O 1T	45'	Carbine	M	3.3	34	0%	L
Foxtrot Mike FM9 16"	9x19mm (2d6/-2)	Uzi Box:20 32:1/50:2	B O 1T	65'	Assault	L	4.3	37	0%	L

Table 134: AR-15 Upper Receivers, Cont

Weapon Upgrades

When calculating cost as a percentage, use the weapon's original cost. When calculating weight as a percentage, use the weapon's original weight.

Ranged Weapon Upgrades

Ranged weapons can be customized with plenty of upgrades, whether for form, or fashion. There are 4 locations where an upgrade may be placed. The Optic mount, the Tactical mount, the Barrel, and the Frame. Each ranged weapon listed has a certain amount of mounts, and some upgrades can only be performed on certain types of weapons. A character can only benefit from ranged weapon upgrades, if they are proficient in the ranged weapon the upgrade is performed on.

Optic Mount The optic mount is a mount that can accept lasers, flashlights, and optics. A ranged weapon can have no more than one upgrade per optic point.

Tactical Mount The tactical mount is a system of rails that can accept lasers, flashlights, bipods, and secondary weapons such as under-barrel shotguns or grenade launchers. A ranged weapon can have no more than one upgrade per tactical point.

Barrel The barrel can be modified to accept suppressors, muzzle brakes, bayonet lugs, or be upgraded itself. A ranged weapon can have no more than three upgrades per barrel at one time.

Frame Ranged weapons typically are built around a frame. This frame may be built or modified to accept extra rails, different grips and stocks, attach slings, or permit modified internal workings. It can also be customized to fit the user's style. A ranged weapon can have no more than four upgrades on its frame at one time.

None Upgrades with no requirements take up no slots, and don't require any slots to use this upgrade.

Barrel Upgrades

Extended Barrel (Barrel) This longer replacement barrel increases accuracy but adds weight and makes the weapon more noticeable. The firearm's range increment increases by 10' but the Perception TN to detect it decreases by 2. This upgrade also increases the weapon's weight by 5%, (rounded up to the nearest 0.1 lb). If this upgrade is placed on a carbine, assault, target, or battle rifle with a self loading rate of fire, the character can change its designation to DMR for the purpose of feats. If this upgrade is placed on a SMG with a self loading rate of fire, the character can change its designation to carbine rifle for the purpose of feats. A firearm can only have one designation at a time, and conversion removes its previous designation. Only rifles, handguns, machine pistols, SMGs, and machine guns may use this upgrade.

Heavy Barrel (Barrel) This replacement barrel increases a rifle's range increment by 20%, rounded to the nearest 5', and increases its weight by 15% (rounded up to the nearest 0.1 lb). Only rifles and machine guns may use this upgrade.

Ported Barrel (Barrel) This replacement barrel has large grooves or holes in the upper side of its tip, through which the muzzle blast is vented. A ported barrel reduces the Recoil Penalty by 1. If a barrel is threaded, it cannot be ported.

Threaded Barrel (Barrel) This replacement barrel is machined with screw threads on its tip, granting the firearm a threaded barrel. A threaded barrel may accept only one accessory at a time. If a barrel is ported, it cannot be threaded. Only rifles, handguns, machine guns, machine pistols, and SMGs may use this upgrade.

Match Barrel (Barrel) This replacement barrel is machined to tight specifications and tolerance for the best accuracy. A match barrel provides a +3 attack bonus when used with match grade and a +4 attack bonus when used with supermatch grade ammunition. If a barrel is match, it cannot be precision. Only rifles, handguns, machine pistols, SMGs, and machine guns may use this upgrade.

Precision Barrel (Barrel) This barrel is machined to specifications to provide a benefit when using standard ammunition or match ammunition. It provides a +1 attack bonus when using all non-match ammo and a +2 attack bonus when using match or supermatch grade ammunition. If a barrel is precision, it cannot be match. Only rifles, handguns, SMGs, machine pistols, and machine guns may use this upgrade.

Smoothbore Barrel (Barrel) This replacement barrel is the standard smooth barrel for a shotgun. When using the smoothbore barrel, a shotgun's range penalty applies to both its attack and damage. Only shotguns may use this upgrade.

Slug Barrel (Barrel) This replacement barrel is machined with rifling made specifically for slug ammunition in shotguns. The firearm gains a +2 attack bonus when using slugs, armor piercing slugs, or sabot slugs but takes a -4 attack penalty when using any other type of ammunition. Also, when using the slug barrel with slug, armor piercing slug, or sabot slug ammunition the range increments for the shotgun only affect the attack roll, not the damage roll. Only shotguns may use this upgrade.

Choked Barrel (Barrel) This replacement barrel is choked, allowing for better spread patterns. The firearm gains a +3 attack bonus when using birdshot ammunition and a +1 attack bonus when using buckshot ammunition, but takes a -2 attack penalty when using any other type of ammunition. Only shotguns may use this upgrade.

Threaded Smoothbore Barrel (Barrel) This replacement barrel is a smoothbore barrel that has been threaded on the end, granting the firearm a threaded barrel. A threaded barrel may accept only one accessory at a time. Only shotguns may use this upgrade.

Compact Barrel (Barrel) This replacement barrel is a shortened version of the original barrel made for a handgun. The firearm gains a +5 Stealth check bonus to conceal, but decreases the handgun's range increment by 20%, rounded to the nearest 5' and imparts a -1 attack penalty. The weapon is also unable to take any other barrel upgrades and all other barrel upgrades are removed. Only handguns may use this upgrade.

Shortened Rifle Barrel (Barrel) This upgrade turns a target rifle, assault rifle, battle rifle, or DMR into a short barreled rifle (SBR) of the same kind of rifle it was before. A SBR loses 15% of its range increment, rounded to the nearest 5', but can be used against an adjacent opponent with any stock for no penalty. Only target, battle, and assault rifles, and DMRs can use this upgrade. If this upgrade is placed on an assault, target, or battle rifle, the character can change its designation to carbine rifle for the purpose of feats. If this upgrade is placed on a DMR, the character can change its designation to battle rifle for the purpose of feats. A firearm can only have one designation at a time, and conversion removes its previous designation.

Bayonet Lug (Barrel) This upgrade installs a bayonet mount which can be used to attach a bayonet. Attaching or removing the bayonet requires 10 Combat Points. Only rifles, shotguns and SMGs with fixed or fixed folding stocks may use this upgrade.

Rifle Grenade Adapter (None) This accessory attaches to the tip of a firearm's barrel, allowing it to fire rifle grenades using blanks. The rifle can be used as normal if a grenade is not attached. The barrel must be threaded in order to use the rifle grenade adapter. It may be removed for 10 Combat Points.

Muzzle Brake (None) This accessory attaches to the tip of a firearm's barrel, reducing the Recoil Penalty by 3. The barrel must be threaded in order to use the muzzle brake. A muzzle brake gives a -4 to all Stealth checks made to hide the firearm. It may be removed for 10 Combat Points.

Suppressor (None) A suppressor is a device attached to or part of the barrel of a firearm to reduce the amount of noise and flash generated by firing the weapon. The barrel must be threaded in order to use the suppressor. When the suppressor is attached, each Perception check made to hear this weapon firing suffers a penalty based on the quality of the suppressor. Suppressors are rated by how many damage dice a caliber has, and by any modifications that the ammunition makes to those dice damage. A suppressor's level must meet or exceed the amount of damage dice it is rated for in order to suppress the firearm successfully. Attaching a suppressor to a weapon with a restriction rating below Restricted raises its restriction rating to Restricted, and removing it reduces it back to the highest restriction rating on the weapon. Suppressors come in one of three quality levels:

- **Low Quality** Perception TN to hear this weapon firing increases by +7 , or +10 if low pressure ammunition is used. Cost 3 WP per level.
- **Standard Quality** Perception TN to hear this weapon firing increases by +10 , or +15 if low pressure ammunition is used. Cost 7 WP per level.
- **High Quality** Perception TN to hear this weapon firing increases by +15 , or +25 if low pressure ammunition is used. Cost 15 WP per level.

Example: A level 2 suppressor can suppress 9x19mm, which uses 2d6, and .22 Long Rifle, which uses 1d4.

A Suppressor gives a -4 to all Stealth checks made to hide the firearm.

Compensator (Barrel) A compensator is a weighted attachment that helps offset the recoil when firing multiple shots. It reduces the Recoil Penalty by 2, but gives a -2 to all Stealth checks made to hide the firearm. If a firearm has a compensator, it may not be threaded or ported. Only handguns and machine pistols may use this upgrade.

Removable Choke Barrel (Barrel) This replacement barrel is threaded for different types of chokes, allowing a character to change the type of spread by changing out the choke tubes. The barrel comes with 7 types of choke tubes, as listed below.

- **Rifled Choke** Grants a +2 attack bonus when using slugs, armor piercing slugs, or sabot slugs but gives a -4 attack penalty when using any other type of ammunition.
- **Extra Full Choke** Increases a shotgun's range by 35' when using birdshot, but gives -2 attack penalty when using any other type of ammunition.
- **Full Choke** Grants a +2 attack bonus and increases a shotgun's range by 20' when using birdshot, but gives -2 attack penalty when using any other type of ammunition..
- **Modified Choke** Increases a shotgun's range by 10' when using birdshot or buckshot, but gives -2 attack penalty when using any other type of ammunition.
- **Improved Cylinder Choke** Grants a +1 attack bonus when using birdshot or buckshot but gives a -1 attack penalty when using any other type of ammunition.
- **Cylinder Choke** Retains all the bonuses, penalties, and features of a Smoothbore Barrel.
- **Breaching Choke** Retains all the bonuses, penalties, and features of a Smoothbore Barrel, reduces a shotgun's range by 10', and gives the shotgun's buttstroke attack an additional damage die of slashing damage.

If the shotgun is fired without a choke, all attacks made with the shotgun have a -15 attack penalty. Changing a choke costs 8 Combat Points. Only shotguns may use this upgrade.

Insert (Barrel) An insert is a piece of rifled metal, usually steel, that allows the use of smaller caliber ammunition in a firearm chambered for larger ammunition. They come in various calibers in both reduction and original calibers. Below are the listings for the original calibers, and their available reductions. Only single shot weapons, shotguns with 2 or more barrels, and cylinder firearms may use this upgrade.

10 Gauge	.22 Long Rifle / .22 Short
20 Gauge	.22 WMR
12 Gauge	.17 HMR
.45 ACP	20 Gauge
.44 Magnum / .44 Special	.45 ACP
9x19mmf	.410 Bore
12 Gauge	.44 Magnum / .44 Special
20 Gauge	.357 Magnum / .38 Special
16 Gauge	9x19mm
.45 ACP	.22 Long Rifle / .22 Short
.40 S&W	.410 Bore
.410 Bore	.22 Long Rifle / .22 Short
.44 Magnum / .44 Special	9x19mm
.357 Magnum / .38 Special	.380 ACP
9x19mm	37mm
.380 ACP	12 Gauge

Upgrade	Available for	Loc	Cost	Time	Wt	Restr
Extended Barrel	Any rifle, handgun, machine pistol, machine gun, or SMG	B	15	1 hour	See text	None
Heavy Barrel	Any rifle or machine gun	B	8	1 hour	See text	None
Ported Barrel	Any firearm	B	1	30 min.	—	None
Threaded Barrel	Any rifle, handgun, machine pistol, machine gun, or SMG	B	10	1 hour	—	None
Match Barrel	Any rifle, handgun, machine pistol, machine gun, or SMG	B	20	1 day	—	None
Precision Barrel	Any rifle, handgun, machine pistol, machine gun, or SMG	B	15	1 day	—	None
Smoothbore Barrel	Any shotgun	B	4	30 min.	—	None
Slug Barrel	Any shotgun	B	5	30 min.	—	None
Choked Barrel	Any shotgun	B	5	30 min.	—	None
Threaded Smoothbore Barrel	Any shotgun	B	6	30 min.	—	None
Compact Barrel	Any handgun	B	3	15 min.	—	None
Shortened Rifle Barrel	Any target, battle, or assault rifle, or DMR	B	26	1 week	—	None
Bayonet Lug	Any rifle, SMG, or shotgun with a fixed or fixed folding stocks	B	1	2 hours	—	None
Rifle Grenade Adapter	Any rifle	B	9	10 CP	0.8	None
Muzzle Brake	Any firearm	B	12	10 CP	1.0	None
Suppressor	Any rifle, SMG, machine pistol, machine gun, shotgun, or non-cylinder handgun	B	See Text	10 CP	1.0	R
Compensator	Any handgun or machine pistol	B	9	4 hours	1.0	None
Removable Choke Barrel	Any shotgun	B	12	30 min.	—	None
Inserts	Single shot weapons, shotguns with 2 or more barrels, and cylinder firearms	B	1 ea.	12 CP	—	None

Table 135: Barrel Upgrades

Optics and Sights Upgrades

Optic Mount (Frame) The firearm or crossbow gains an optic upgrade location if it doesn't have one. A firearm or crossbow may only have one optic mount.

Advanced Combat Sight (Optics) This accessory combines the benefits of a red dot sight and telescopic sight of 1.5-3x, or 3.1-6x magnification. When using this sight, a character does not suffer the -4 penalty for the first range increment, as would be on the normal telescopic sight, and they must spend 2 Combat Points to acquire their target. It comes in one of two styles:

- **Balanced Reticle** Grants a +1 attack bonus to all attack rolls made within the weapon's first 5 range increments.
- **Precise Reticle** Reduces the range increment penalty by half, for the weapon's first 5 range increments.

Shotguns, grenade launchers, machine-pistols, bows, crossbows, and handguns do not gain the benefit of using any telescopic sight stronger than 3x.

Day/Night Sight (Optics) This accessory combines the benefits of a night vision sight and a telescopic sight. Switching between nighttime and daytime modes costs 12 Combat Points.

Red Dot Sight (Optics) This accessory projects an illuminated red dot onto a piece of glass or plastic, superimposing it over the shooter's field of vision as he looks through the sight. It visually resembles a laser sight to the shooter, but no actual dot is projected downrange. It comes in one of three styles:

- **Quick Reticle** Grants a +2 attack bonus to all attack rolls made within the weapon's first range increment.
- **Balanced Reticle** Grants a +1 attack bonus to all attack rolls made within the weapon's first 5 range increments.
- **Precise Reticle** Reduces the range increment penalty by half, for the weapon's first 5 range increments.

Red Dot Magnifier (None) This accessory magnifies a red dot, providing more precise firing at range. It can be retracted to allow for use of the red dot without the magnifier, or deployed to make use of the magnification. A Red Dot Magnifier must be mounted onto a firearm with a balanced or precise reticle red dot sight. It cost 3 Combat Points to deploy or retract. When deployed, it increases the range increment by the intended magnification, but a character must spend 4 Combat Points acquiring their target. If the character changes targets or otherwise loses sight of the target, they must spend 4 Combat Points to reacquire the target. When using this sight, a character does not suffer the -4 penalty for the first range increment, as would be on the normal telescopic sight. When retracted, the red dot works as normal. Red Dot Magnifiers can be purchased in magnification levels of 1.5-3x, or 3.1-6x magnification. Red Dot Magnifiers may only be used with Balanced Reticle or Precise Reticle Red Dot Sight. Shotguns, grenade launchers, machine-pistols, bows, crossbows, and handguns do not gain the benefit of using any telescopic sight stronger than 3x.

- **1.5x-3x** Multiply range increment by 1.25
- **3.1x-6x** Multiply range increment by 1.5

Telescopic Sight (Optics) A telescopic sight is a sighting device that makes it easier to hit targets at long range. However, although a scope magnifies the image of the target it has a very limited field of view, making it difficult to use at close range. The telescopic sight increases the range increment for a ranged weapon. To use a scoped weapon, a character must spend 6 Combat Points acquiring their target. If the character changes targets or otherwise loses sight of the target, they must spend 6 Combat Points to reacquire the target. Any character attempting to attack a target within the weapon's first range increment suffers a -4 attack penalty. Shotguns, grenade launchers, machine-pistols, bows, crossbows, and handguns do not gain the benefit of using any telescopic sight stronger than 3x, SMGs and rocket launchers do not gain the benefit of using any telescopic sight stronger than 6x, and carbine rifles do not gain the benefit from using any telescopic sight stronger than 9x.

All ranges are rounded up to the nearest 5'

- **1x-1.49x** Does not cost Combat Points to acquire a target, and takes no attack penalty within the first range increment.
- **1.5x-3x** Multiply range increment by 1.25
- **3.1x-6x** Multiply range increment by 1.5
- **6.1x-9x** Multiply range increment by 1.75
- **9.1x-12x** Multiply range increment by 2
- **12.1x-15x** Multiply range increment by 2.25
- **15.1x-18x** Multiply range increment by 2.5
- **18.1x-21x** Multiply range increment by 2.75
- **21.1x+** Multiply range increment by 3

Adjustable Telescopic Sight (Optics) This accessory is an adjustable telescopic sight, allowing for multiple magnification levels in a single sight. It can be purchased in a variety of different magnifications that must be in a range (Such as 1x-6x). Switching between magnification levels costs 12 Combat Points.

Thermal Sight (Optics) This accessory literally sees heat. It negates all vision penalties for darkness and smoke with regard to people, creatures, and objects warmer than the surrounding scenery, but only when looking at sources of heat—ambient or otherwise—between 60-120°F/15-49°C (outside this range, everything appears cold blue or white hot). Further, a thermal sight cannot register warmth through heat-shielded scenery or through any scenery over 2 inches thick. If the accessory is purchased with magnification it operates like an equivalent telescopic sight.

Night Vision Sight (Optics) Night vision optics amplify existing low levels of visible and near-infrared light and convert them to a monochrome visual image. In twilight or brighter lighting conditions, a night vision sight is useless as the electronics shut down to prevent damage. So long as at least Dim light is available, this accessory negates the vision penalties applied by low ambient light. The accessory can be purchased with magnification and operates like an equivalent telescopic sight.

Standard Laser Sight (Optics/Tactical) This accessory projects a visible-frequency laser beam, usually red, parallel to the weapon's barrel. It grants a +1 attack bonus to all single shot attack rolls and a +2 attack bonus to all potshot attack rolls made against any target within the first range increment. This attack bonus can not be combined with a sight that grants an attack bonus. A laser sight can also be purchased in blue, green, or purple, but these cost 3 more than the original WP cost.

Infrared Laser Sight (Optics/Tactical) This accessory operates like a standard laser sight but projects an infrared dot, visible only with night-vision equipment. It grants a +1 attack bonus to all single shot and potshot attack rolls made against any target the first 2 range increments. This attack bonus can not be combined with a sight that grants an attack bonus.

Multi-Mode Laser Sight (Optics/Tactical) This accessory combines a standard laser sight and an IR laser sight in one housing. Switching between modes requires 2 Combat Points.

Ghost Ring Sight (Optics) This accessory is a 1-2 inch long tube, with the post mounted at the inside end of the tube, or a ring on the optics mount that still utilizes the standard end sight. It reduces the range increment of the weapon by 25%, rounded to the nearest

5', but grants a +2 attack bonus to all attack rolls made within the weapon's first 4 range increments.

High Visibility Sights (None) These are sights with a built-in glowing insert, usually tritium, that allow sight acquisition even in zero light. This upgrade reduces all concealment due to darkness by ½. This upgrade does not take up any upgrade slots.

Adjustable Iron Sights (Frame) These are sights that can be adjusted to fire at a longer range, while still maintaining the combat effectiveness and sleek design of combat styled sights. This upgrade grants a +2 attack bonus on the weapon's second range increment.

Canted Sights (Tactical) These are sights that are at a 45° cant, allowing for a weapon with a telescopic sight to be used with its iron sights. When using these sights, the weapon can use its standard range even if it has a telescopic sight, but using these sights grants a -10' range penalty on any weapon they are attached to.

Killflash (None) This is an adapter for telescopic sights that makes them more difficult to detect due to the reflection from the glass in any telescopic sight. When installed, it grants a +2 bonus to all Stealth checks to hide any weapon with a telescopic sight. This upgrade is installed on any telescopic sight. This upgrade does not take up any upgrade slots.

Upgrade	Available for	Loc	Cost	Time	Wt	Restr
Optic Mount	Any firearm or crossbow	F	2	30 min.	—	None
Advanced Combat Sight, 1.5-3x	Any ranged weapon	O	50	30 min.	1.5	None
Advanced Combat Sight, 3.1-6x	Any ranged weapon	O	80	30 min.	1.5	None
Adjustable Telescopic Sight	Any ranged weapon	O	10 per category	30 min.	2.0	None
Day/Night Sight, 1.5-3x	Any ranged weapon	O	150	30 min.	2.0	None
Day/Night Sight, 3.1-6x	Any ranged weapon	O	200	30 min.	2.0	None
Day/Night Sight, 6.1-9x	Any ranged weapon	O	250	30 min.	2.0	None
Red Dot Sight	Any ranged weapon	O	12	30 min.	0.9	None
Telescopic Sight, 1-1.49x	Any ranged weapon	O	1	30 min.	0.9	None
Telescopic Sight, 1.5-3x	Any ranged weapon	O	2	30 min.	0.9	None
Telescopic Sight, 3.1-6x	Any ranged weapon	O	3	30 min.	1.0	None
Telescopic Sight, 6.1-9x	Any ranged weapon	O	4	30 min.	1.1	None
Telescopic Sight, 9.1-12x	Any ranged weapon	O	5	30 min.	1.3	None
Telescopic Sight, 12.1-15x	Any ranged weapon	O	6	30 min.	1.4	None
Telescopic Sight, 15.5-18x	Any ranged weapon	O	7	30 min.	1.5	None
Telescopic Sight, 18.5-21x	Any ranged weapon	O	8	30 min.	1.6	None
Telescopic Sight, 21.1x+	Any ranged weapon	O	10	30 min.	1.6	None
Thermal Sight, no magnification	Any ranged weapon	O	240	30 min.	3.0	None
Thermal Sight, 1.5-3x	Any ranged weapon	O	320	30 min.	4.0	None
Night Vision Sight, no magnification	Any ranged weapon	O	100	30 min.	2.0	None
Night Vision Sight, 1.5-3x	Any ranged weapon	O	150	30 min.	2.0	None
Night Vision Sight, 3.1-6x	Any ranged weapon	O	200	30 min.	2.1	None
Standard Laser Sight	Any ranged weapon	O T	3	30 min.	0.1	None
Infrared Laser Sight	Any ranged weapon	O T	28	30 min.	0.5	None
Multi-Mode Laser Sight	Any ranged weapon	O T	32	30 min.	0.8	None
Ghost Ring Sight	Any ranged weapon	O	4	20 min.	0.2	None
High Visibility Sights	Any ranged weapon	—	14	4 hours	—	None
Adjustable Iron Sights	Any ranged weapon	F	12	4 hours	—	None
Canted Sights	Any rifle, shotgun, SMG, machine pistol, or machine gun	T	10	5 min.	—	None
Killflash	Any weapon with a telescopic sight	—	4	1 min.	—	None

Table 136: Optics Upgrades

Ergonomics and Aesthetic Upgrades

Custom Grip (Frame) The weapon's grip is fitted to a mold of the purchaser's hand, granting them a +1 attack bonus to all attack rolls made with the weapon. The purchaser can also have the weapon's grip enlarged or reduced, making the weapon one size larger or smaller when using, but not concealing. Anyone else who tries to use the weapon suffers a -2 attack penalty. Only handguns may use this upgrade.

Grip Sight (Frame) This upgrade is a laser sight built into the grip of the weapon, forgoing the extra bulk of a normal laser sight, but at a higher cost. It grants a +1 attack bonus to all single shot attack rolls and a +2 attack bonus to all potshot attack rolls made against any target within the first range increment. This attack bonus can not be combined with a sight that grants an attack bonus. A grip sight can also be purchased in blue, green, or purple, but these cost 6 more than the original WP cost. Only handguns may use this upgrade.

Detailing (Frame) This upgrade gives the weapon an engraved or a precious metal inlay, granting its wielder a +5 bonus to all

Presence checks while the target has line of sight to it. This upgrade also increases the weapon's worth by 75%. The weapon loses this quality if it suffers any damage. Though it may be restored by repairing it with a successful Craft (Mechanical) check.

Finish (None) This upgrade changes the finish to either blued (a dark finish), chrome (a shiny, light finish), camouflage (woodland, desert, or winter), or rainbow (any color not black, chrome or a camo pattern). To change the finish of the gun to a camouflage color, it costs 6 more than the original WP cost. When used in the appropriate setting, camouflage gives a +10 to all Stealth checks for all Large and larger firearms. This upgrade does not take up any upgrade slots.

Bipod (Tactical/Frame) A bipod gives a weapon additional stability and improves aim under the right circumstances. To use a bipod, a character must be able to place it on a solid surface at roughly shoulder height. The most common method of using a bipod is to fire from the prone position, so that the user's shoulder, like the weapon and the bipod, is close to the ground. However, a weapon with a bipod can be used from a crouched or even standing position if the bipod is set on a suitable surface. Only Medium or

larger weapons can benefit from a bipod. A bipod used with a Medium or larger weapon grants the user a +3 attack bonus, but while using the bipod, the user does not receive any attack bonuses from grips or slings. Any Huge or larger weapon must be used with a bipod or other type of mount. Most bipods can be folded up for ease of transport. Deploying or retracting a bipod costs 1 Combat Point.

Ergonomic Stock (Frame) This upgrade is usually seen on sniper rifles and competition shotguns. It requires precise measurements of the intended wielder's upper body (which takes 1d3 hours to acquire) to ensure that the gun perfectly matches his shooting posture. It grants the intended wielder a +3 attack bonus on all single shot attack rolls made using the firearm and decreases the Combat Point cost to perform a single shot attack by 1. Anyone else who tries to use the weapon suffers a -4 attack penalty, unless it is readjusted for that user, which also takes 1d3 hours. When a Medium or smaller weapon is upgraded with a stock its size rating increases to Large. A weapon can only have one stock upgrade at a time. Only rifles, SMGs, shotguns, and machine guns may use this upgrade.

Fixed Stock (Frame) This upgrade gives the weapon a fixed stock that increases accuracy and while allowing the stock to be used as a secondary weapon. It reduces the Recoil Penalty by 2 and decreases the Combat Point cost to perform a single shot attack by 1. When a Medium or smaller weapon is upgraded with a stock its size rating increases to Large. A weapon can only have one stock upgrade at a time. Only rifles, SMGs, machine pistols, shotguns, stand alone grenade launchers, and machine guns may use this upgrade.

Pistol Grip (Frame) This upgrade removes the stock and gives the weapon a pistol like grip that allows the weapon to be more concealable, but at a loss of accuracy. It doubles the range increment attack penalty, and removes penalties when fighting an adjacent enemy. When a Large or larger weapon is upgraded with a pistol grip, its size rating decreases by one size category. A pistol grip may not be used to buttstroke. This upgrade is considered a stock upgrade, and a weapon can only have one stock upgrade at a time. Only rifles, SMGs, shotguns, and machine guns may use this upgrade.

Folding Stock (Frame) This upgrade gives the weapon a collapsible stock that increases accuracy while allowing the stock to be folded up for quick carry. When the stock is extended, it reduces the Recoil Penalty by 2 and decreases the Combat Point cost to perform a single shot attack by 1. A folding stock may not be used to buttstroke. When it is folded, it doubles the range increment attack penalty, and removes penalties when fighting an adjacent enemy. When folded, the weapon's size rating is reduced to Medium, or goes back to its original size rating as if it did not have the stock attached, whichever size is smaller. When unfolded, the weapon's size rating is increased to Large, or goes back to its original size rating as if it did not have the stock attached, whichever size is larger. Folding or unfolding a folding stock cost 3 Combat Points. A weapon can only have one stock upgrade at a time. Only rifles, SMGs, machine pistols, shotguns, stand alone grenade launchers, and machine guns may use this upgrade.

Fixed Folding Stock (Frame) This upgrade gives the weapon a fixed stock that has the ability to fold parallel to the frame of the weapon, granting the some of the benefits of both a folding stock and a fixed stock. When the stock is extended, it reduces the Recoil Penalty by 2 and decreases the Combat Point cost to perform a single shot attack by 1. A fixed folding stock may be used to buttstroke. When it is folded, it doubles the range increment attack penalty, and removes penalties when fighting an adjacent enemy. When folded, the weapon's size rating is reduced to Medium, or goes back to its original size rating as if it did not have the stock attached, whichever size is smaller. When unfolded, the weapon's size rating is increased to Large, or goes back to its original size rating as if it did not have the stock attached, whichever size is larger. Folding or unfolding a fixed folding stock cost 5 Combat Points. A weapon can only have one stock upgrade at a time. Only rifles, SMGs, machine pistols, shotguns, stand alone grenade launchers, and machine guns may use this upgrade.

Synthetic Stock (Frame) This upgrade gives the weapon a synthetic stock that increases accuracy while saving on weight. It decreases the Combat Point cost to perform a single shot attack by 2 and decreases a weapon's weight by 30%. A synthetic stock may not be used to buttstroke. When a Medium or smaller weapon is upgraded with a stock its size rating increases to Large. A weapon can only have one stock upgrade at a time. Only rifles, SMGs, machine pistols, shotguns, stand alone grenade launchers, and machine guns may use this upgrade.

Buffer Stock (Frame) This upgrade gives the weapon a stock with a recoil tube spring, which allows for greatly reduced recoil when firing multiple rounds. It reduces the Recoil Penalty by 5. A buffer stock may not be used to buttstroke. When a Medium or smaller weapon is upgraded with a stock its size rating increases to Large. A weapon can only have one stock upgrade at a time. Only rifles, SMGs, machine pistols, shotguns, and machine guns may use this upgrade.

Bumpfire Stock (Frame) This upgrade gives the weapon a stock that recesses back as the user fires which allows for more control while bumpfiring. It grants a +4 attack bonus to all bumpfire attack rolls but a -2 attack penalty to all single shot and double tap attack rolls. A bumpfire stock may not be used to buttstroke. When a Medium or smaller weapon is upgraded with a stock its size rating increases to Large. A weapon can only have one stock upgrade at a time. Only rifles, machine pistols, and shotguns may use this upgrade.

Detachable Stock (Frame) This upgrade gives the weapon a stock that may be removed from weapon. When attached it reduces the Recoil Penalty by 1, and it grants a +1 attack bonus to all single shot and double tap attack rolls. When attached to a weapon a detachable stock always increases the size rating of the weapon to Medium. A detachable stock may not be used to buttstroke. Attaching or removing a detachable stock cost 6 Combat Points. A weapon can only have one stock upgrade at a time. Only handguns and machine pistols may use this upgrade.

Integral Stock (Frame) This upgrade gives the weapon a stock built into the weapon, minimizing the space it takes up, but still allowing for a balancing stock to be pulled out if needed. When the

stock is extended, it reduces the Recoil Penalty by 2. An integral stock may not be used to buttstroke. When a Small or smaller weapon is upgraded with this stock its size rating increases to Medium. A weapon can only have one stock upgrade at one time. If this upgrade is placed on a handgun, the character can change its designation to machine pistol for the purpose of feats. Only handguns and machine pistols may use this upgrade.

Speedfeed Stock (Frame) This upgrade gives the weapon a stock with built in shell holders. It reduces the Recoil Penalty by 2, decreases the Combat Point cost to perform a single shot attack by 1, and stores 6 shotgun shells for use without needing to reach into a pack to retrieve ammunition. A speedfeed stock may not be used to buttstroke. When a Medium or smaller weapon is upgraded with a stock, its size rating increases to Large. A weapon can only have one stock upgrade at one time. Only shotguns may use this upgrade.

Stock Mag Pouch (None) This upgrade adds a small pouch on the stock that may be used to hold one magazine that holds 40 cased rounds or less, or one magazine that holds 6 shelled rounds or less. Using a stock mag pouch negates the necessity to reach into a pack to retrieve ammunition. A stock mag pouch can only be attached to a stock and if the stock is removed, the mag pouch is as well. A stock can only have one pouch at a time. This upgrade does not take up any upgrade slots. This upgrade can not be used with the Pistol Grip stock.

Stock Cartridge Holder (None) This upgrade adds small pouch on the stock that may be used to hold 12 cartridges. Using a stock cartridge holder negates the necessity to reach into a pack to retrieve ammunition. A stock cartridge holder can only be attached to a stock and if the stock is removed, the cartridge holder is as well. A stock can only have one pouch at a time. This upgrade does not take up any upgrade slots. This upgrade can not be used with the Pistol Grip stock.

Buttpad (None) This upgrade adds a soft padding to the butt of a stock of a weapon to give increased recoil control. This upgrade reduces the Recoil Penalty by 1. A buttpad can only be attached to a stock and if the stock is removed, the buttpad is as well. This upgrade does not take up any upgrade slots. This upgrade can not be used with the Pistol Grip stock.

Beveled Magazine Well (Frame) This upgrade cuts a tapered bevel in the magazine well so that it is easier and faster to insert magazines into handguns and machine pistols. It decreases the Combat Point cost to reload a handgun or machine pistol with a magazine by 1. Only handguns and machine pistols may use this upgrade.

Upgrade	Available for	Loc	Cost	Time	Wt	Restr
Custom Grip	Any handgun	F	12	8 hours	—	None
Grip Sight	Any handgun	F	10	20 min.	—	None
Detailing	Any ranged weapon	F	Cost of the Weapon x0.7	1 week	—	None
Finish	Any ranged weapon	—	5	4 hours	—	None
Bipod	Any Medium or larger ranged weapon	F T	6	25 min.	2.0	None
Ergonomic Stock	Any rifle, shotgun, SMG, or machine gun	F	50	3 days	—	None
Fixed Stock	Any rifle, shotgun, SMG, machine pistol, stand alone grenade launcher, or machine gun	F	3	30 min.	2.0	None
Pistol Grip	Any rifle, shotgun, SMG, or machine gun	F	1	30 min.	0.5	None
Folding Stock	Any rifle, shotgun, SMG, machine pistol, stand alone grenade launcher, or machine gun	F	6	30 min.	2.0	None
Fixed Folding Stock	Any rifle, shotgun, SMG, machine pistol, stand alone grenade launcher, or machine gun	F	8	30 min.	2.3	None
Synthetic Stock	Any rifle, shotgun, SMG, machine pistol, stand alone grenade launcher, or machine gun	F	13	30 min.	—	None
Buffer Stock	Any rifle, shotgun, SMG, machine pistol, or machine gun	F	20	30 min.	2.0	None
Bumpfire Stock	Any rifle, shotgun, or machine pistol	F	17	30 min.	2.0	None
Detachable Stock	Any handgun or machine pistol	F	5	1 day	1.1	None
Integral Stock	Any machine pistol	F	6	2 hours	1.0	None
Speedfeed Stock	Any shotgun	F	5	30 min.	1.8	None
Stock Mag Pouch	Any weapon with a stock	—	2	5 min.	—	None
Stock Cartridge Holder	Any weapon with a stock	—	1	5 min.	—	None
Buttpad	Any weapon with a stock	—	3	5 min.	—	None
Beveled Magazine Well	Any handgun or machine pistol	F	6	2 hours	—	None

Table 137: Ergonomics and Aesthetics Upgrades

Firing Mode Upgrades

Full Auto Upgrade (Frame) This upgrade allows the weapon to fire in full auto mode, fitting it with parts designed to take the stress of automatic fire. This upgrade lets the person performing the upgrade choose their rate of fire, either slow, medium, or fast. This upgrade raises the weapon's restriction rating to Military and Police. You can also use this upgrade to remove full auto mode from a firearm, reducing its restriction rating down to the highest restriction rating due to upgrades.

Burst Fire Upgrade (Frame) This upgrade allows the weapon to fire in three or two round burst fire mode, fitting it with parts designed to take the stress of automatic fire. This upgrade raises the weapon's restriction rating to Restricted, if it is the only firing

mode upgrade installed. If it is not, then the weapon restriction rating defaults to the highest on the weapon. You can also use this upgrade to remove burst fire mode from a firearm, reducing its restriction rating down to the highest restriction rating due to upgrades.

Slamfire Modification (Frame) This upgrade removes the trigger disconnect of a pump action firearm, allowing the weapon to fire in slamfire mode. This upgrade increases the weapon's error range by 5%.

Single Action Modification (Frame) This upgrade turns a double action revolver into a single action revolver, giving it all of the abilities and functionality of a single action revolver.

Upgrade	Available for	Loc	Cost	Time	Wt	Restr
Full Auto Upgrade	Any semi-automatic firearm	F	15	4 days	—	M&P
Burst Fire Upgrade	Any semi or fully automatic firearm	F	19	4 days	—	R
Slamfire Upgrade	Any pump action firearm	F	8	3 days	—	None
Single Action Modification	Any DA cylinder firearm	F	8	4 days	—	None

Table 138: Firing Mode Upgrades

Internal Upgrades

Precision Upgrade (None) These upgrades improve the weapon's accuracy by competitive degrees. Each upgrade has the following effects. This upgrade does not take up any upgrade slots.

- If the weapon has an error range from manufacturing or modification, it becomes mastercraft +1 firearm.
- If the weapon doesn't have an error range from manufacturing or modification, it becomes a mastercraft +2 firearm.
- If the weapon is considered to be mastercraft +1 or +2, it becomes a grandmastercraft +3 firearm.

Clockwork Action (Frame) This upgrade completely tears down and examines the gun's inner workings, reconditioning and replacing any parts as necessary, and treating the weapon for durability and resilience. The weapon's error range due to the manufacture or modification of the weapon is removed. This upgrade takes no frame upgrades.

Sawed-Off (Frame and Barrel) A shotgun may be cut down to one of the following 4 lengths. Any shotgun with more than one barrel must have all barrels cut off. Cutting the barrel doesn't change how the shotgun's barrel functions.

- **Combat Cut (15-20")** The weapon's range increment decreases by 5' and it does not take the ranged attack penalty when fighting an adjacent opponent.
- **Coach Cut (6-14")** The weapon's range increment decreases by 10' and gains a +2 bonus to Stealth checks to hide it. It does not take the ranged attack penalty when fighting an adjacent opponent.
- **Compact Cut (6" standard minimum)** The weapon's range increment decreases by half (rounded down, minimum 10'), its size becomes Medium, it gains a +2 bonus to Stealth checks to hide it, and its weight decreases by 40%. If a shotgun is a semi-automatic, lever action, bolt action or pump action with an internal magazine, its capacity decreases by 50%. Only self loading, pump action, lever action, bolt action, single- or double-fire shotguns may use this upgrade. It does not take the ranged attack penalty when fighting an adjacent opponent.
- **Pistol Cut (less than 6" of barrel and a pistol grip)** The weapon's range increment decreases to 5', its size becomes

Small and its weight decreases by 60%. Only shotguns with single or doublefire may use this upgrade. It does not take the ranged attack penalty when fighting an adjacent opponent.

Extended Shotgun Magazine Tube (None) This upgrade replaces a shotgun's internal magazine cap with an extended tube that allows more rounds to be held. Each upgrade increases the shotgun's capacity by the rounds indicated. Different magazine extension sizes have different requirements.

- **One Round** Any internal magazine shotgun.
- **Two Round** Any internal magazine shotgun with a barrel that isn't Compact Cut, or Pistol Cut.
- **Three Round** Any internal magazine shotgun with a barrel that isn't Coach cut, Compact Cut, or Pistol Cut
- **Five Round** Any internal magazine shotgun with a barrel that isn't Combat Cut, Coach Cut, Compact Cut, or Pistol Cut

Only self loading, pump action, lever action or bolt action shotguns with internal magazines may accept this upgrade.

Stripper Clip Guide (Frame) This upgrade gives a rifle with a box magazine the ability to load its magazine without removing the magazine from the firearm, using stripper clips. Only magazine fed rifles may accept this upgrade.

Breakdown Frame (Frame) This upgrade partially re-engineers the firearm to turn it into a breakdown firearm that can be separated into two pieces for easy carrying and concealment. When broken down, the firearm is completely unusable. A firearm's magazine can be loaded in this state, but can not have a round in its chamber. It takes 12 CP to breakdown a whole firearm, or put a firearm back together. When broken down, the firearm is split into two objects, each one being one size smaller than the firearm's most compact size. Only Medium or larger ranged weapons may accept this upgrade.

Fortified Frame(Frame) This upgrade strengthens and fortifies the firearm's parts to allow it to use over pressure ammunition without the threat of destruction on failure or error range increase, but increases the weight of the firearm by 10%, rounded up. The firearm will not explode from over pressure ammunition and does not take error range granted from over pressure ammunition, but still gains any other error range from ammunition types.

Upgrade	Available for	Loc	Cost	Time	Wt	Restr
Precision Upgrade	Any ranged weapon	—	25	2 weeks	—	None
Clockwork Action	Any firearm	F	10	2 days	—	None
Sawed-off	Shotguns (see text)	F/B	—	5 min.	—	None
Extended Shotgun Magazine Tube	Shotguns (see text)	—	1/Round	10 min.	—	None
Stripper Clip Guide	Magazine Fed Rifles	F	15	1 day	0.3	None
Breakdown	Any Medium or larger ranged weapon	F	25	1 week	—	None
Fortified	Any firearm	F	30	1 week	See text	None

Table 139: Internal Upgrades

Tactical Upgrades

Extra Rail (None) The firearm, bow or crossbow gains 1 additional tactical rail upgrade location. No firearm may possess more than 4 tactical rail locations. This upgrade does not take up any upgrade slots.

Taser Mount (Tactical) This accessory is an M26 Taser that attaches to the bottom rail of a rifle's tactical rail, much like a grenade launcher, and is used similarly to one. It may be attached or removed with 12 Combat Points. Only rifles and SMGs may use this upgrade.

KAC Masterkey (Tactical) This accessory is a shortened Remington 870 Express shotgun that attaches to the bottom rail of a rifle's tactical rail, much like a grenade launcher. It may be attached or removed with 12 Combat Points. The masterkey has an internal magazine of 3, a range increment of 20', uses 12 Gauge shells, and does not gain error range due to ammunition. Only rifles and SMGs may use this upgrade.

M26 Modular Accessory Shotgun System (Tactical) This accessory is a standalone bolt action shotgun, that attaches to the bottom rail of a rifle's tactical rail, much like a grenade launcher. It may be attached, or removed with 12 Combat Points. The M26 uses Saiga 12 box magazines, and comes with a single 3 round magazine, has a range increment of 20', uses 12 Gauge shells and does not gain error range due to ammunition. Only rifles and SMGs may use this upgrade.

SIX12 Mounted (Tactical) This accessory is a standalone semi automatic shotgun, that attaches to the bottom rail of a rifle's tactical rail, much like a grenade launcher. It may be attached, or removed with 12 Combat Points. The SIX12 has a removable cylinder that holds 6 rounds, a range increment of 25', uses 12 Gauge shells and does not gain error range due to ammunition. This weapon is made from the SIX12 kit, which must be purchased in order to build this upgrade. The SIX12 can use its cylinders like magazines, and each cylinder cost 2 WP. Only rifles and SMGs may use this upgrade.

Flamer Mounted (Tactical) This accessory is a standalone miniature flamethrower, that attaches to the bottom rail of a rifle's or shotgun's tactical rail, much like a grenade launcher. It may be attached, or removed with 12 Combat Points. The flamer has a fuel cylinder that holds 5 shots. It shoots a 5-foot wide, 15-foot long line of flame or a 10' cone of flame that deals 2d3 points of fire damage to all creatures and objects in its path. No attack roll is necessary. Any creature caught in the line of flame can make a Reflex Saving Throw [TN15] to take half damage. Any creature or flammable object that takes damage from a flamer catches on fire, taking 1d6 points of fire damage each subsequent round until the flames are extinguished. A flamer can shoot 5 times before the fuel supply is depleted and the fuel canister must be replaced for 4 Combat Points.. The Exotic Firearms Proficiency (Flamethrowers) feat is required to use this weapon. Only rifles, shotguns, and SMGs may use this upgrade.

Patrol Sling (None) This item allows the wielder to hang a weapon from their shoulder, allowing use of their hands without having to set the weapon down. The weapon cost 5 CP to sling, or unsling from

a shoulder. Only shotguns, rifles, SMGs, machine guns, grenade launchers, and crossbows may use this upgrade. This upgrade does not take up any upgrade slots.

Shotgun Sling (None) This item works just as a patrol sling, but also holds 15 shotgun shells, which are considered ready. Only shotguns may use this upgrade. Using a shotgun sling negates the necessity to reach into a pack to retrieve ammunition. This upgrade does not take up any upgrade slots.

Tactical Sling (None) This item holds a firearm or crossbow across the wearer's body, keeping its grip within a foot of normal hand position. The wielder is always considered armed with the weapon, but it cannot be concealed. Only shotguns, rifles, SMGs, machine guns, grenade launchers, and crossbows may use this upgrade. This upgrade does not take up any upgrade slots.

Ammunition Holder (Frame/Tactical) This accessory mounts on the frame or tactical mount of a rifle, carbine, SMG or shotgun to hold shells or cartridges for quick use. It can hold up to 8 shells or cartridges. Using an ammunition holder negates the necessity to reach into a pack to retrieve ammunition.

Secure-Clip (Frame) A secure-clip is a metal clip mounted on the frame of a handgun, allowing for Waistband carry without a chance of the firearm falling out from rough movement. While using a secure-clip a character does not have to roll a Reflex Saving Throw to catch their firearm while Waistband carrying it. Only Small or smaller firearms may use this upgrade.

Tactical Flashlight (Tactical/Optics/Frame) This is a flashlight that attaches to a firearm. It comes in one of four styles:

- **Standard** This projects a beam of light in a 20' cone. It cost 2 WP less.
- **High Output** High output projects light out in a 40' cone in front of the firearm, as opposed to the standard 20' cone.
- **Light/Laser Combo** The light/laser combo has dual modes; one mode that projects light out in a 20' cone in front of the firearm, and the other mode that projects a standard laser. When using the laser, it is identical to a standard laser sight. Only one mode may be used at a time.
- **Strobe Output** Strobe has dual modes; one mode that projects light out in a 20' cone in front of the firearm, and the other mode that strobes the light to temporary blind. When any creature is within 20' of the light and is looking in its direction, they must make a Will Saving Throw [TN12] or be blinded for 1 round. This may only be attempted once per creature per combat.

Switching the light on or off, or changing modes costs 1 Combat Point. All tactical flashlights can be purchased with infrared or ultraviolet modes, increasing the WP cost by 2 per extra mode.

Vertical Foregrip (Frame/Tactical) This accessory offers a shooter more leverage than a standard foregrip. When gripped by the user while firing, it reduces the Recoil Penalty by 2.

Vertical Grippod (Frame/Tactical) This accessory offers a shooter less leverage than a standard foregrip, but comes with the added bonus of having a portable bipod in addition. When gripped by the user while firing without the bipod deployed, it reduces the Recoil Penalty by 1, and grants a +1 attack bonus on all single shot and potshot attacks. When deployed, it grants a +2 attack bonus and reduces the Recoil Penalty by 1 on all single shot, potshot, double tap, and burst fire attacks. This upgrade uses the same rules and requirements that a standard bipod has. It costs 4 Combat Points to deploy or retract the grippod. Only rifles, shotguns, SMGs, machine pistols, and machine guns may use this upgrade.

Angled Foregrip (Frame/Tactical) This accessory offers a shooter more leverage than a standard foregrip. When gripped by the user while firing, it grants a +2 attack bonus on all single shot and double tap attacks. Only rifles, shotguns, SMGs, and machine guns may use this upgrade.

Lanyard (None) This accessory is a coiled lanyard for handguns, that allows a character to always keep their handgun within reach if it's dropped or taken. The lanyard can stretch a maximum of 5' from the person or object it's attached to and can be used to retrieve or pull back the pistol if it is dropped or taken without dropping to

kneeling or prone to pick it up. Only handguns and machine pistols may use this upgrade. This upgrade does not take up any upgrade slots.

Handgun Mount (Frame|Handgun/Tactical|Rifle) This accessory is a mount for a handgun to mount it on one of the tactical rails of a rifle. It allows for doublefire attacks, using the highest Combat Point cost for the attack. Mounting a handgun on the mount costs 12 Combat Points. Only rifles may use this upgrade, and only handguns may be mounted.

Pistol Bayonet (Tactical) This accessory is an escape knife attached to the tactical rail of a handgun. It may be removed or attached for 2 Combat Points, or used while still attached to the gun. Only handguns may use this upgrade.

Magazine Foregrip (Tactical) This accessory fits the tactical rail with a clip that may be slipped on and off, allowing the shooter to use a handgun magazine as a vertical foregrip, giving a shooter more leverage. Attaching a magazine from or to the grip costs 7 Combat Points. When a magazine is attached and gripped by the user while firing, it reduces the Recoil Penalty by 1. Only handguns and machine pistols may use this upgrade.

Upgrade	Available for	Loc	Cost	Time	Wt	Restr
Extra Rail	Any firearm, bow, or crossbow	—	2	2 hours	—	None
Taser Mount	Any rifle or SMG	T	18	12 CP	0.9	L
KAC Masterkey	Any rifle or SMG	T	15	12 CP	3.1	L
M26 MASS	Any rifle or SMG	T	22	12 CP	2.7	L
SIX12 Mounted	Any rifle or SMG	T	—	12 CP	3.4	L
Flamer	Any rifle, shotgun, or SMG	T	16	12 CP	1.9	L
Patrol Sling	Any rifle, shotgun, SMG, machine gun, or crossbow	—	1	5 min.	0.3	None
Shotgun Sling	Any shotgun	—	3	5 min.	0.6	None
Secure-Clip	Any Small or smaller firearm	F	2	25 min.	0.1	None
Tactical Sling	Any rifle, shotgun, SMG, machine gun, or crossbow	—	4	5 min.	0.5	None
Ammunition Holder	Any rifle, SMG or shotgun	F T	4	10 min.	0.2	None
Tactical Flashlight	Any ranged weapon	F O T	4	5 min.	0.6	None
Vertical Foregrip	Any Medium or larger firearm	F T	5	5 min.	0.5	None
Vertical Grippod	Any rifle, shotguns, machine pistol, machine gun, or SMG	F T	9	5 min.	0.8	None
Angled Foregrip	Any rifle, shotguns, machine gun, or SMG	F T	5	5 min.	0.9	None
Lanyard	Any handgun or machine pistol	—	1	10 min.	0.1	None
Handgun Mount	See text	See text	20	10 min.	0.3	None
Pistol Bayonet	Any handgun	T	10	12 CP	0.5	None
Magazine Foregrip	Any handgun or machine pistol	T	8	5 min.	—	None

Table 140: Tactical Upgrades

Ammunition

Ammunition consists of the items required for ranged weapons to function.

Cased Ammunition

Cased ammunition is ammunition that uses a metal case to hold all of the components of the ammunition together, normally made of brass, steel, or aluminum. All calibers within a category have the same cost for the type of rounds listed.

Type	Cost	#/box	Restr
Rimfire			
FMJ	1	500	None
JHP	1	400	None
Match Grade	1	50	None
Tracer	1	100	None
Frangible	1	50	None
Blank	1	200	None
Light Rimless Handgun			
FMJ	1	50	None
Surplus	1	200	None
JHP	1	50	None
Frangible	1	10	None
Match Grade	1	25	None
Marker	1	50	None
Blank	1	50	None
Intermediate Rimless Handgun			
FMJ	1	100	None
Surplus	1	400	None
JHP	1	50	None
Ratshot	1	10	None
Frangible	1	25	None
Armor Piercing	1	5	M&P
Non-Lethal	1	20	None
Match Grade	1	25	None
Tracer	1	100	None
Marker	1	50	None
Blank	1	200	None
Heavy Rimless Handgun			
FMJ	1	50	None
Surplus	1	200	None
JHP	1	25	None
Ratshot	1	10	None
Frangible	1	25	None
Armor Piercing	1	5	M&P
Non-Lethal	1	20	None
Match Grade	1	25	None
Tracer	1	50	None
Blank	1	200	None
Semi-Wadcutter	1	50	None
Marker	1	50	None
Solid	1	5	None

Type	Cost	#/box	Restr
Light Rimmed Handgun			
FMJ	1	50	None
Surplus	1	100	None
JHP	1	30	None
Ratshot	1	10	None
Frangible	1	30	None
Armor Piercing	1	5	M&P
Tracer	1	50	None
Blank	1	100	None
SJHP	1	30	None
SJSP	1	30	None
Wadcutter	1	50	None
Semi-Wadcutter	1	50	None
Marker	1	50	None
Match Grade	1	25	None
Heavy Rimmed Handgun			
FMJ	1	50	None
Surplus	1	100	None
JHP	1	20	None
Ratshot	1	10	None
Frangible	1	20	None
Armor Piercing	1	5	M&P
Tracer	1	50	None
Blank	1	100	None
SJHP	1	20	None
SJSP	1	20	None
Wadcutter	1	50	None
Semi-Wadcutter	1	50	None
Solid	1	5	None
Marker	1	50	None
Match Grade	1	25	None
Light Rifle			
FMJ	1	40	None
Surplus	1	160	None
JHP	1	20	None
Tracer	1	40	None
Blank	1	100	None
Armor Piercing	1	10	M&P
Match Grade	1	20	None
Marker	1	20	None
SJSP	1	20	None
Intermediate Rifle			
FMJ	1	40	None
Surplus	1	160	None
JHP	1	20	None
Solid	1	10	None
Frangible	1	20	None
Incendiary	1	5	M&P
Armor Piercing	1	10	M&P
Match Grade	1	20	None
Tracer	1	40	None
Blank	1	100	None
Marker	1	20	None
SJSP	1	20	None

Type	Cost	#/box	Restr
Intermediate Rifle			
FMJ	1	40	None
Surplus	1	160	None
JHP	1	20	None
Solid	1	10	None
Frangible	1	20	None
Incendiary	1	5	M&P
Armor Piercing	1	10	M&P
Match Grade	1	20	None
Tracer	1	40	None
Blank	1	100	None
Marker	1	20	None
SJSP	1	20	None
Heavy Rifle			
FMJ	1	20	None
Surplus	1	100	None
JHP	1	20	None
Frangible	1	20	None
Match Grade	1	10	None
Incendiary	1	10	M&P
Armor Piercing	1	10	M&P
Tracer	1	20	None
Blank	1	100	None
SJSP	1	20	None
Exploding	1	5	M&P
Marker	1	20	None
Solid	1	5	None
Super Heavy Rifle			
FMJ	1	10	None
Surplus	1	40	None
JHP	1	10	None
Match Grade	1	5	None
Incendiary	1	5	M&P
Armor Piercing	1	5	M&P
Blank	1	20	None
Exploding	1	1	M&P
Solid	1	5	None

Cased Ammunition Categories

Rimfire Ammunition

A box of rimfire ammunition weighs 0.4 lb per 50 rounds.

Caliber	Damage	Recoil Mod	Craft Category
.41 Rimfire	1	+0	2nd
.22 Short	1d2	+0	2nd
.22 Long Rifle	1d4	+0	2nd
.32 Rimfire	2d3	+0	2nd
.17 HMR	1d4+2	-1	2nd
.22 WMR	2d4+2	-2	2nd
.44 Henry	2d6+1	-2	2nd

Table 141: Rimfire Ammunition

Light Rimless Ammunition

A box of light rimless ammunition weighs 0.5 lb per 50 rounds.

Caliber	Damage	Recoil Mod	Craft Category
.25 ACP	1d3	+0	2nd
.32 ACP	1d6	-1	2nd
7.65mm Longue	1d4+2	-1	3rd

Table 142: Light Rimless Ammunition

Intermediate Rimless Ammunition

A box of intermediate rimless ammunition weighs 0.6 lb per 50 rounds.

Caliber	Damage	Recoil Mod	Craft Category
.380 ACP	2d4	-1	2nd
8x22mm Nambu	2d4	-1	2nd
9x18mm PM	2d4+1	-1	3rd
.30 Super Carry	2d6-1	-2	3rd
9x19mm	2d6	-2	3rd
.40 S&W	3d4	-3	3rd
.38 ACP	2d6+1	-2	3rd
.38 Super	3d4+3	-4	3rd
7.63x25mm Mauser	2d8	-3	4th
.22 TCM	2d3+3	-1	4th
7.63mm Mannlicher	1d6+4	-3	5th
.357 SIG	2d6+2	-3	5th
7.62x25mm Tokarev	2d8+2	-4	5th
9x23mm Steyr	2d6+3	-3	4th

Table 143: Intermediate Rimless Ammunition

Heavy Rimless Ammunition

A box of heavy rimless ammunition weighs 0.9 lb per 50 rounds.

Caliber	Damage	Recoil Mod	Craft Category
.45 ACP	3d4+2	-4	4th
.45 GAP	3d4+2	-4	4th
10mm Auto	2d6+4	-4	5th
.44 AMP	3d6	-4	5th
.45 Winchester Magnum	3d6+1	-4	5th
.50 GI	5d3+2	-5	5th
.475 Wildey Magnum	3d6+5	-6	5th
.460 Rowland	4d4+2	-5	6th
.50 Action Express	3d6+2	-5	6th

Table 144: Heavy Rimless Ammunition

Light Rimmed Ammunition

A box of light rimmed ammunition weighs 0.6 lb per 50 rounds.

Caliber	Damage	Recoil Mod	Craft Category
.38 Long Colt	1d4	+0	3rd
.38/200	1d4+3	-1	3rd
.38 S&W	1d4+3	-1	3rd
.38 Special	2d4+1	-1	3rd
.476 Enfield	1d4	+0	4th
9mm Japanese Revolver	1d6+2	-2	4th
7.62x38mmR	1d8+2	-3	4th
.32 S&W Long	1d4+1	+0	3rd
.32 H&R Magnum	1d8+3	-3	4th

Table 145: Light Rimmed Ammunition

Heavy Rimmed Ammunition

A box of heavy rimmed ammunition weighs 1.0 lb per 50 rounds.

Caliber	Damage	Recoil Mod	Craft Category
.44 American	1d6+3	-2	4th
.44 Russian	1d6+3	-2	4th
.45 Schofield	2d4+3	-2	4th
.327 Federal Magnum	2d6+1	-2	4th
.45 Long Colt	2d6+3	-3	4th
.41 Long Colt	3d4+1	-3	4th
.455 Webley	3d4+1	-3	4th
.357 Magnum	3d4+3	-4	4th
.32-20 Winchester	1d10	-3	5th
.44 Special	1d6+6	-4	5th
.38-40 Winchester	1d6+5	-3	5th
.44-40 Winchester	1d10+5	-5	5th
.44 Magnum	3d6	-4	5th
.454 Casull	3d6+5	-6	6th
.500 S&W Special	5d6+4	-8	6th
.500 Wyoming Express	4d6+2	-6	7th
.500 S&W Magnum	7d6	-9	7th

Table 146: Heavy Rimmed Ammunition

Light Rifle Ammunition

A box of light rifle ammunition weighs 0.3 lb per 20 rounds.

Caliber	Damage	Recoil Mod	Craft Category
.17 Remington	2d6	-2	2nd
4.6x30mm	3d4-1	-3	5th
5.7x28mm	3d4-1	-3	5th

Table 147: Light Rifle Ammunition

Intermediate Rifle Ammunition

A box of intermediate rifle ammunition weighs 0.5 lb per 20 rounds.

Caliber	Damage	Recoil Mod	Craft Category
.30 Carbine	3d6+1	-4	6th
5.45x39mm	4d4+2	-5	7th
5.8x42mm	5d4	-5	7th
5.56x45mm	5d4	-5	7th
9x39mm	4d4+4	-6	8th
6mm Lee Navy	5d4+2	-6	8th
6.8mm Remington SPC	5d4+3	-6	9th

Table 148: Intermediate Rifle Ammunition

Heavy Rifle Ammunition

A box of heavy rifle ammunition weighs 0.8 lb per 20 rounds.

Caliber	Damage	Recoil Mod	Craft Category
6.5 Creedmoor	6d4	-7	8th
6.5x50mm Arisaka	4d6	-5	7th
7.92x33mm Kurz	3d8	-5	7th
.243 Winchester	4d6+2	-6	7th
.300 AAC Blackout	4d6	-5	8th
.30-30 Winchester	4d6+1	-5	8th
6.5mm Grendel	4d6+1	-5	8th
6.5x52mm Carcano	4d6+2	-6	8th
7.62x39mm	4d6+2	-6	8th
.280 British	4d6+3	-6	8th
7.5x54mm French	4d6+4	-7	8th
7.62x51mm	5d6	-6	8th
8mm Lebel	5d6+1	-6	8th
7x57mm Mauser	5d6+2	-7	8th
7.62x54mmR	5d6+2	-7	8th
.303 British	5d6+3	-7	8th
.30-40 Krag	5d6+4	-8	8th
7.7x58mm Arisaka	5d6+4	-8	8th
7.5x55mm Swiss	5d6+4	-8	8th
7.92x57mm Mauser	5d6+5	-8	8th
.30-06 Springfield	6d6	-8	8th
.56-56 Spencer	2d10+5	-6	9th
.45-70 Government	3d10	-6	9th
.50-70 Government	3d10+5	-8	9th
.458 SOCOM	3d12	-7	9th

Table 149: Heavy Rifle Ammunition

Superheavy Rifle Ammunition

A box of super heavy rifle ammunition weighs 1.9 lb per 20 rounds.

Caliber	Damage	Recoil Mod	Craft Category
.300 Winchester Magnum	7d6	-9	9th
.338 Lapua Magnum	7d8	-10	9th
7.92x94mm	7d8	-10	10th
.50 BMG	10d8	-16	10th
12.7x108mm	10d8	-16	10th
13.9x99mmB	12d8	-19	11th
14.5x114mm	10d10	-17	11th
20x102mm	12d10	-20	11th
20x105mm	12d10	-20	11th
20x125mm	12d10	-20	11th

Table 150: Superheavy Rifle Ammunition

Cased Ammunition Types

Full Metal Jacket (FMJ) This ammunition consists of lead bullets encased in a metal casing. This is the standard ammunition for all firearms. It has no special rules.

Surplus This ammunition consists of plain lead bullets that lack the quality of modern manufacturing. Quantity has a quality all its own. It provides +30% error range.

Jacketed Hollow Point (JHP) This ammunition contains a conical cavity in the nose of the bullet that “mushrooms” inside a target, transferring greater kinetic energy. Against targets not armored against ballistic damage, it provides a +2 damage bonus plus +1 damage bonus per damage dice over 3. Against targets armored against ballistic damage, it provides a -2 damage penalty plus -1 damage penalty per damage dice over 3.

Semi Jacketed Hollow Point (SJHP) This ammunition contains a conical cavity in the nose of the bullet that “mushrooms” in a target, transferring greater kinetic energy, but the metal jacket extends about halfway up the bullet, exposing the bare lead underneath. It provides a +15% error range. Against targets not armored against ballistic damage, it provides a +1 damage bonus per damage dice. Against targets armored against ballistic damage, it provides a -1 damage penalty per damage dice.

Semi Jacketed Soft Point (SJSP) This ammunition is a bullet that has the metal jacket that extends about halfway up the bullet, exposing the bare lead underneath. It provides a +15% error range. Against targets not armored against ballistic damage, it provides a +1 damage damage die. Against targets armored against ballistic damage, it provides a -1 damage damage die.

Armor Piercing This ammunition is specifically constructed to pierce armor. It provides -1 ballistic damage die. When attacking targets that are armored or have natural armor against ballistic damage, it provides +2 ballistic piercing damage dice, plus +1 ballistic piercing damage dice per 2 damage dice over 2.

Incendiary This ammunition contains a compound that burns rapidly and causes fires. It provides +1 fire damage die and +10% error range.

Frangible This ammunition is designed not to pierce solid surfaces such as schoolhouse walls or aircraft bulkheads. It provides a -4 damage penalty against armored targets and a +3 damage bonus against unarmored targets. Any object with a Hardness of 2 or greater immediately defeats this ammunition.

Non-Lethal This ammunition consists of a rubber bullet. Converts all damage to non-lethal ballistic damage, and only deals damage within the first two range increments.

Match Grade This ammunition is of high quality, used for competition target shooting and precision sniping. This ammunition provides bonuses when when used with a match barrel or precision barrel. It provides a -5 damage penalty.

Tracer This ammunition leaves a string of light when fired, allowing for correcting when firing multiple shots. It provides a +1 attack bonus for all multi-shot attack rolls as long as 50% of the fired rounds are tracers.

Blank This ammunition lacks any projectile, simply creating a loud bang and muzzle flash, often used for rifle grenades. It converts all damage to no damage and provides a 50% error range. If blank ammunition makes up more than one-fifth of the rounds fired, the firearm’s attack does no damage.

Wadcutter This ammunition is a special-purpose flat-nosed bullet specially designed for shooting paper targets, usually at close range. It provides +30% error range and -50% range increment, rounded up. Against targets not armored against ballistic damage, it provides +4 damage plus a +2 damage bonus per damage dice within the first range increment. Against targets armored against ballistic damage, it provides -4 damage plus a -2 damage penalty per damage dice within the first range increment.

Marker This ammunition is a special-purpose frangible plastic bullet with a small amount of non-toxic paint within it’s center, used for force-on-force training with full recoil but no danger. It converts all damage to no damage, and will only successfully hit targets within the firearm’s first four range increments.

Semi-wadcutter This ammunition is a compromise between the wadcutter and FMJ ammunition, featuring the sharp edges of a wadcutter, with the slightly tapered nose of a FMJ bullet. It provides +10% error range and -30% range increment, rounded up. Against targets not armored against ballistic damage, it provides +2 damage dice within the first two range increments. Against targets armored against ballistic damage, it provides -2 damage dice within the first two range increments.

Exploding This ammunition is a bullet that has a small cavity filled with low explosives within the tip, designed to go off once it impacts something hard, such as bone. It grants +1 additional damage dice of concussion damage that affects the target’s CHP immediately and +10% error range.

Solid This ammunition is a bullet machined out of a solid piece of metal, usually copper or brass. It provides a +6 damage bonus and a +3 damage bonus per 2 damage dice over 3, increases the recoil penalty by 1 per damage dice over 2, and a +25% error range.

Ratshot This ammunition is a bullet with a plastic cap filled with birdshot, turning any firearm loaded with it into an impromptu shotgun. It grants a -8 damage penalty and a +2 attack bonus, but is only effective for 50'.

Shell Ammunition

Shell ammunition is ammunition that uses a plastic, brass, or paper shell to hold all of the components of the ammunition together. All calibers within a category have the same cost for the type of rounds listed.

Type	Cost	#/box	Restr
Light Shotshell			
00 Buckshot	1	25	None
#4 Buckshot	1	25	None
#6 Birdshot	1	40	None
#3 Birdshot	1	20	None
Non-Lethal, rock salt	1	50	None
Slug	1	10	None
Frangible 00 Buckshot	1	10	None
Frangible #3 Birdshot	1	20	None
Saboted Slug	1	10	None
Wax Slug	1	20	None
Marker 00 Buckshot	1	25	None
Marker Slug	1	25	None
Blank Shell	1	20	None
AP Shell	1	2	M&P
Intermediate Shotshell			
00 Buckshot	1	25	None
#4 Buckshot	1	30	None
#9 Birdshot	1	100	None
#6 Birdshot	1	100	None
#3 Birdshot	1	100	None
Non-Lethal, beanbag	1	5	None
Non-Lethal, rubber ball	1	20	None
Non-Lethal, rock salt	1	200	None
Slug	1	20	None
OC Shell	1	10	R
Saboted Slug	1	10	None
Blank Shell	1	20	None
Tracer	1	10	None
Taser	1	5	R
Frangible 00 Buckshot	1	5	None
Frangible #6 Birdshot	1	10	None
Frangible #3 Birdshot	1	10	None
Breaching	1	5	None
Exploding	4	1	M&P
Flamethrower	2	3	None
Flare	1	3	None
Stun	1	2	R
Magnum 00 Buckshot	1	10	None
Magnum #4 Buckshot	1	10	None
Magnum #9 Birdshot	1	50	None
Magnum #6 Birdshot	1	25	None
Magnum #3 Birdshot	1	15	None
Magnum Slug	1	5	None
Mini 00 Buckshot	1	25	None
Mini Slug	1	25	None
Marker 00 Buckshot	1	25	None
Marker Slug	1	25	None
Wax Slug	1	25	None
AP Shell	1	2	M&P
Flechette	1	5	None

Type	Cost	#/box	Restr
Heavy Shotshell			
00 Buckshot	1	25	None
#4 Buckshot	1	30	None
#9 Birdshot	1	100	None
#6 Birdshot	1	50	None
#3 Birdshot	1	25	None
Slug	1	20	None
Magnum 00 Buckshot	1	10	None
Magnum #4 Buckshot	1	10	None
Magnum #9 Birdshot	1	50	None
Magnum #6 Birdshot	1	25	None
Magnum #3 Birdshot	1	15	None
Magnum Slug	1	5	None

Shell Ammunition Categories

Light Shotshell Ammunition

A box of light shotshells weighs 0.4 lb per 25 rounds.

Caliber	Damage	Caliber Recoil Mod	Craft Category
.410 Bore	3d4+1	-3	1st

Table 151: Light Shotshell Ammunition

Intermediate Shotshell Ammunition

A box of intermediate shotshells weighs 0.6 lb per 25 rounds.

Caliber	Damage	Caliber Recoil Mod	Craft Category
20 Gauge	4d6	-5	1st
16 Gauge	4d6+3	-6	1st
12 Gauge	5d6	-6	1st

Table 152: Intermediate Shotshell Ammunition

Heavy Shotshell Ammunition

A box of heavy shotshells weighs 0.8 lb per 25 rounds.

Caliber	Damage	Caliber Recoil Mod	Craft Category
10 Gauge	7d6	-9	1st

Table 153: Heavy Shotshell Ammunition

Shell Ammunition Types

00 Buckshot This ammunition consists of .33 caliber heavy lead balls fired simultaneously from a single shell. It has no special rules.

#4 Buckshot This ammunition consists of .24 caliber heavy lead balls fired simultaneously from a single shell. It is weaker than buckshot, but still an effective defensive load. It grants a +1 attack bonus and a -2 damage penalty.

Birdshot This ammunition is similar in design to buckshot, except that the pellets are much smaller and more numerous. Different sizes of shot provide different bonuses and penalties.

#9 Birdshot Provides a +6 attack bonus and -3 damage dice.

#6 Birdshot Provides a +4 attack bonus and -2 damage dice.

#3 Birdshot Provides a +2 attack bonus and -1 damage die.

Slug This ammunition consists of a single massive cylinder of lead. It provides a -2 attack penalty and +2 damage dice.

Wax Slug This ammunition consists of birdshot that has been solidified in wax. It grants +1 damage die, but the range increment penalty is doubled. It cannot take the benefits of a slug barrel.

Saboted Slug This ammunition increases a shotgun's range. This ammunition multiplies a shotgun's range increment by 1.5 rounded up to the nearest 5', and provides +1 damage die.

Armor Piercing Slug This ammunition is specifically constructed to pierce armor. It provides a -2 attack penalty, and when attacking targets that are armored or have natural armor to ballistic damage, it provides -1 ballistic damage die, but also provides +2 ballistic piercing damage dice, plus +1 ballistic piercing damage dice per 2 damage dice over 2.

Magnum This ammunition is comprised of larger shells that allow for more powder and shot. Different sizes of shot provide different bonuses and penalties, but still retain any non bonus or penalty benefits and properties that come with the ammunition. All modern-day shotguns with internal magazines can chamber magnum shells, but when using it with any shotguns with an internal magazine above 3, they lose 1 round of capacity per 3 when using magnum ammunition.

00 Buckshot Provides a +1 damage die, a +3 damage bonus and increases the Recoil Penalty by 2.

#4 Buckshot Provides a +1 attack bonus, a +1 damage bonus and increases the Recoil Penalty by 2.

#9 Birdshot Provides a -3 damage dice, a +6 attack bonus, a +2 damage bonus, and increases the Recoil Penalty by 2.

#6 Birdshot Provides a -2 damage dice, a +4 attack bonus, a +3 damage bonus, and increases the Recoil Penalty by 2.

#3 Birdshot Provides a -1 damage die, a +2 attack bonus, a +4 damage bonus, and increases the Recoil Penalty by 2.

Slug Provides a +2 damage dice, a -2 attack penalty, a +6 damage bonus, and increases the Recoil Penalty by 3.

Mini This ammunition is comprised of smaller shells that allow for more shells to be placed in a shotgun tube, at the cost of both powder and shot. Different sizes of shot provide different bonuses and penalties, but still retain any non bonus or penalty benefits and properties that come with the ammunition. All modern-day shotguns with internal magazines can chamber mini shells, but when using it with any shotguns with an internal magazine above 3, they gain 1 round of capacity per 3 when using mini ammunition.

00 Buckshot Provides a -5 damage penalty, reduces the Recoil Penalty by 2 and provides a +25% error range.

Slug Provides a +1 damage dice, a -2 attack penalty, reduces the Recoil Penalty by 3, and provides a +25% error range.

Non-lethal This ammunition converts all damage to non-lethal ballistic damage and provides a +20% error range increase.

Rubber Ball This shot consists of eight rubber balls and has no special rules.

Beanbag Provides a -2 attack penalty and +2 damage dice.

Rock salt Provides a +1 attack bonus and -3 damage dice.

Stun Ammunition This ammunition is a shotgun-launchable flashbang shell, that works exactly like its thrown counterpart. It has a maximum range of 45' and a blast radius of 15'. Any target caught in the blast must make a Will Saving Throw [TN16] or be blinded for 1d4 rounds, and a Fortitude Saving Throw [TN16] to avoid being deafened for 1d4 rounds. It provides a +55% error range.

Frangible This ammunition is designed not to pierce solid surfaces, such as schoolhouse walls or aircraft bulkheads. It provides a +20% error range, regardless of the type of shot. Any object with a hardness of 2 or greater immediately defeats this ammunition. It comes in various shot configurations

#6 Birdshot Provides a +4 attack bonus, a -12 damage penalty against armored targets, and a +1 damage bonus against unarmored targets.

#3 Birdshot Provides a +2 attack bonus, a -9 damage penalty against armored targets, and a +3 damage bonus against unarmored targets.

00 Buckshot Provides a -6 damage penalty against armored targets and a +6 damage bonus against unarmored targets.

Marker This ammunition is a special-purpose frangible plastic projectiles with a small amount of non-toxic paint within it's center, used for force-on-force training with full recoil but no danger. It converts all damage to no damage, and will only successfully hit targets within the firearm's first four range increments.

00 Buckshot Provides no damage.

Slug Provides no damage.

Blank This ammunition lacks any projectile, simply creating a loud bang and a muzzle flash. It converts all damage to no damage and provides a +40% error range. If blank ammunition makes up more than one-fifth of the rounds fired, the firearm does no damage.

Breaching This ammunition is specially made for the purposes of door breaching. These shells contain a metallic powder that disperses on contact. When fired at an object it ignores 10 points of hardness, provides -2 damage dice, and +30% error range. They have a maximum range of 20'.

Flechette This ammunition is a bundle of flechette darts packed into a shell. When fired, the flechettes rip and shred their target. It converts all ballistic damage to piercing damage.

Tracer This ammunition leaves a string of light when fired, allowing for corrections when firing multiple shots. It provides a +1 attack bonus for all multi-shot attack rolls as long as 50% of the fired rounds are tracers.

Exploding This ammunition is a small shotgun grenade that works like a small grenade launcher grenade. When fired at an object it ignores 6 points of hardness. It provides a -1 attack penalty and -1 damage die, but all damage is converted to concussion damage and it affects a 5' blast radius.

OC Shell A shell that consists of tightly packed irritant powder. It shoots a 5-foot wide, 20-foot long line of OC powder that causes all those caught in the blast to make a Fortitude Saving Throw [TN15] or be blinded for 1d4 rounds. If a character is already blinded due to an effect that would be ineffective due to a gas mask, the original blinding effect is removed, and the new effect immediately takes place. No attack roll is necessary. A gas mask renders the target immune to the effects and a wet cloth held over the eyes, nose, and mouth provides a +2 bonus to the Fortitude Saving Throw. It provides a +50% error range.

Flamethrower A shell that consists of tightly packed magnesium powder. It shoots a 5-foot wide, 20-foot long line of flame that deals 2d6 points of fire damage to all creatures and objects in its path. No attack roll is necessary. A flamethrower shell can also ignite flammable material and fluids. Any creature caught in the line of flame can make a Reflex Saving Throw [TN15] to take half damage. It provides a +50% error range.

Flare A flare that illuminates a 30' radius as if it were lit by daylight for 7 rounds. When used as a signal, a flare round may be spotted at a distance of 3 miles with a successful Perception check, [TN20] during the day or [TN15] at night. A flare may also be used as a weapon, with a maximum range of 30' and the potential to do 2d4 fire damage. Anyone shot with a flare round must make a Reflex Saving Throw [TN18] or be caught on fire. A flare shell can also ignite flammable material and fluids. This ammunition provides a +45% error range.

Taser A miniaturized taser unit packed into a shell that releases a powerful electrical current on impact. On a successful hit the shell deals 1d3 electricity damage and 1 non-lethal ballistic damage die. The target must make a Fortitude Saving Throw [TN15] or be paralyzed for 1d6 rounds.

Grenade Ammunition Types

Fragmentation

The most common type of launched grenade. Uses a small explosive charge to fling shards of metal in all directions. Any target caught in the blast must make a Fortitude Saving Throw [TN18] or be knocked prone.

High Explosive (HE)

These grenades are packed with a shaped charge that detonates on impact, intended for use against armored targets and buildings. Any target caught in the blast must make a Fortitude Saving Throw [TN12] or be knocked prone. An HE grenade ignores 15 points of hardness.

High Explosive Dual Purpose (HEDP)

These grenades combine high explosive and fragmentation grenades and are suitable for use on armored or soft targets. An HEDP grenade ignores 10 points of hardness. Any target caught in the blast must make a Fortitude Saving Throw [TN14] or be knocked prone.

Tear Gas

These grenades are used to disperse crowds and smoke out hostage takers. When the grenade is launched, a tear gas grenade fills all squares within 10' with tear gas and on the second round it fills all squares within 15' with tear gas. Any target caught in the cloud of tear gas must make a Fortitude Saving Throw [TN15] or be blinded and stunned for 2d4 rounds. A gas mask renders the target immune to this effect, and a wet cloth held over the eyes, nose, and mouth provides a +2 to the Fortitude Saving Throw. The tear gas disperses after 10 rounds.

Smoke

These grenades create smoke to serve as signals or concealment. When the grenade strikes a hard surface, it bursts and fills all squares within 15' with smoke. On the following round it fills all squares within 20' and on the third round it fills all squares within 25'. The smoke obscures all sight, including night vision goggles. Anyone within the area has total concealment. It disperses after 10 rounds. Smoke grenades are available in several colors including white, red, yellow, green, blue, orange, and purple.

Beehive

These grenades fire a bundle of flechette darts that rip and shred their target. Beehive grenades have a -2 damage penalty for every range increment. This grenade must be used against a specific target, and does not gain the bludgeoning damage or incur the attack penalty from normally firing a grenade at a target.

Foam Slug

These grenades consist of a large foam slug, used when non-lethal force is necessary. This grenade must be used against a specific target and does not gain the extra bludgeoning damage or incur the attack penalty from normally firing a grenade at a target, and deals non-lethal bludgeoning damage.

Buckshot

These grenades fire a bundle of buckshot rounds that penetrate the target, turning the grenade launcher into a large shotgun. Has the same damage penalty for range as shotguns. This grenade must be used against a specific target, and does not gain the bludgeoning damage or incur the attack penalty from normally firing a grenade at a target.

Flare

These grenades illuminates a 60' radius as if it were lit by daylight for 10 rounds. When used as a signal, a flare round may be spotted at a distance of 5 miles with a successful Perception check [TN20] during the day or [TN15] at night. Anyone shot with a flare round must make a Reflex Saving Throw [TN18] or be caught on fire. A flare round can also ignite flammable material and fluids. Does not gain the bludgeoning damage or incur the attack penalty from normally firing a grenade at a specific target.

Hornet's Nest

An insert that holds 10 .22 Long Rifle rounds that all get fired at once, working somewhat like a more lethal buckshot grenade. Can be refilled and reused. Only usable with 40x46mm launchers. This grenade must be used against a specific target, and does not gain the bludgeoning damage or incur the attack penalty from normally firing a grenade at a target.

Taser

These are an upscaled version of taser shells capable of being fired from a standalone or underbarrel grenade launcher. Designed for military use, they easily outrange the standard taser offerings allowing for a long distance takedown. On a successful hit, the darts deal electricity damage and the target must make a Fortitude Saving Throw [TN20] or be paralyzed for 2d4 rounds. Only usable with 40x46mm launchers. This grenade must be used against a specific target and does not gain the bludgeoning damage or incur the attack penalty from normally firing a grenade at a target.

Airburst

These grenades are fused to explode before they hit the ground, thereby causing the maximum amount of damage to soft targets.

Thermobaric

These grenades are a fuel-air explosive, that use the surrounding air in order to keep the fire and explosion running. Anything caught in the burst radius of the explosion is immediately set on fire.

Grapnel

These grenades come with 120' of paracord, and a hook built into the grenade. These grenades can fire 80' straight up, or 120' at a specific target or square.

Rocket Launcher Ammunition Types

High Explosive Anti Tank (HEAT)

These rockets are packed with a shaped charge, that when impacted, destroy armored targets and buildings. A HEAT rocket ignores 20 points of Hardness.

High Explosive Dual Purpose (HEDP)

These rockets are packed with a shaped charge as well as fragmentation shrapnel, allowing them a dual purpose use against both armor and personnel. A HEDP rocket ignores 15 points of Hardness.

Fragmentation

These rockets are packed with fragmentation shrapnel, primarily focused around eliminating personnel.

Thermobaric

These rockets are a fuel-air explosive, that use the surrounding air in order to keep the fire and explosion running. Anything caught in the burst fire radius of the explosion is immediately set on fire.

Mortar Ammunition Types

High Explosive (HE)

These shells are packed with a shaped charge, that when impacted, destroy armored targets and buildings. A HE shell ignores 35 points of Hardness.

Smoke

These shells create smoke to serve as signals or concealment. When the mortar strikes a hard surface, it bursts and fills all squares within 20' with smoke. On the following round it fills all squares within 25', and on the third round it fills all squares within 30'. The smoke obscures all sight, including night vision goggles. Anyone within the area has total concealment. It disperses after 10 rounds. Smoke shells are available in several colors, including white, red, yellow, green, blue, orange, and purple.

Airburst

These mortars are fused to explode before they hit the ground, thereby causing the maximum amount of damage to soft targets.

Ammunition Modifications and Reloading

Ammunition can be purchased in a multitude of ways: Refer to the below information for the various ways and styles of how ammunition can be purchased.

Linked This ammunition upgrade links ammunition to be fired by weapons that used linked ammunition. Any cased ammo may be linked. The price listed is for 100 rounds of any ammunition.

Low Pressure This ammunition loading is ammunition with a reduced propellant charge to improve their performance with suppressors and quiet their report. It provides a -1 damage penalty per damage dice the caliber has and reduces the recoil penalty by 1 per damage dice the caliber has. This is calculated after any increase or decrease of damage dice due to ammunition type. It also provides a reduction to the Perception check to hear the weapon when used with a suppressor, and +25% error range. Any cased ammunition may be purchased as low pressure.

Standard Pressure This ammunition loading loads the ammunition to its standard pressure for the caliber. It provides no rules changes to damage or recoil. When purchasing ammunition in boxes, these are the rounds normally purchased.

Grenade Type	Damage	Damage Type	Blast Radius	Wound Radius	Rng.	Sz.	Wt.	Cost	Restr.
Fragmentation	5d6	Slashing	20'	40'	—	T	1.0	6	M&P
High Explosive	10d6	Concussion	15'	30'	—	T	1.0	10	M&P
HEDP	7d6	Slashing/Concussion	20'	40'	—	T	1.0	8	M&P
Tear Gas	Special	Special	Special	—	—	T	1.0	5	M&P
Smoke	—	—	Special	—	—	T	0.8	2	L
Beehive	8d6	Slashing	—	—	20'	T	1.0	8	M&P
Foam Slug	4d6	Bludgeoning (Non-lethal)	—	—	—	T	0.5	9	M&P
Buckshot	3d10	Ballistic	—	—	25'	T	0.9	4	M&P
Flare	2d4	Fire	—	—	60' Max	T	1.0	1	L
Hornet's Nest	6d4	Ballistic	—	—	10'	T	1.3	25	M&P
Taser Grenade	2d6	Electric	—	—	—	T	1.3	34	M&P
Airburst	6d8	Slashing	25'	50'	—	T	1.0	14	M&P
Thermobaric	4d6	Concussion/Fire	30'	60'	—	T	1.0	10	M&P
Grapple	—	—	—	—	—	T	2.8	15	L

Table 154: Equipment, Grenade Ammunition

Rocket Type	Damage	Damage Type	Blast Radius	Wound Radius	Sz	Wt	Cost	Restr
HEAT	19d12	Concussion	10'	20'	M	5.7	23	M&P
HEDP	22d12	Concussion/Slashing	15'	30'	M	7.2	34	M&P
Fragmentation	10d12	Slashing	20'	40'	M	4.0	18	M&P
Thermobaric	13d12	Fire	25'	50'	M	9.9	30	M&P

Table 155: Equipment, Rocket Ammunition

Mortar Type	Damage	Damage Type	Blast Radius	Wound Radius	Sz	Wt	Cost	Restr
High Explosive	20d6	Concussion/Fire	30'	60'	S	2.0	100	M&P
Smoke	—	—	Special	—	S	2.0	80	M&P
Airburst	18d6	Concussion/Slashing	45'	90'	S	2.0	120	M&P

Table 156: Equipment, Mortar Ammunition

High Pressure This ammunition upgrade loads the ammunition to a slightly higher internal pressure than standard for the ammunition of its caliber. It provides a +1 damage bonus per damage dice the caliber has and increases the recoil penalty by 1 per damage dice the caliber has. This is calculated after any increase or decrease of damage dice due to ammunition type. Any cased ammunition may be purchased as high pressure.

Over Pressure This ammunition upgrade loads the ammunition to a much higher internal pressure than standard for the ammunition of its caliber. It provides a +3 damage bonus per damage dice the caliber has, increases the recoil penalty by 2 per damage dice the caliber has, and +20% error range. This is calculated after any increase or decrease of damage dice due to ammunition type. If a character's firearm jams, it explodes, causing 1d6 slashing damage to the user and completely destroying the firearm. This affects all firearms unless otherwise noted that it will not explode due to over pressure ammunition. Any cased ammunition may be purchased as over pressure.

Type	Cost Increase	Time	Restr
Linked	2 per 100 rounds	30 minutes	None
Low Pressure	1 WP per Box	—	None
Standard Pressure	—	—	—
High Pressure	1 WP per Box	—	—
Over Pressure	2 WP per Box	—	None

Table 157: Equipment, Ammunition Modifications

Reloading

Reloading is the act of creating complete ammunition from components. A single round of ammunition has four parts: the casing, the primer, the powder, and the payload.

Casing and Hull The casing is the part of the ammunition that holds all of the components together. This is the piece that is ejected after it is fired, and can be used again, if it is undamaged. The casing for cased ammunition is usually composed of brass, or less frequently, aluminum or steel. The hull for shelled ammo is usually composed of plastic or paper, though brass shells also exist. Shotgun shells can be loaded in mini, standard, and magnum configurations, but only the currently existing gauges that have a mini or magnum loading can be constructed through reloading.

Primer The primer is a small metal cup containing the primary explosive for the round of ammunition. When the firing pin strikes the primer, it ignites the explosive, which in turn ignites the powder and sends the payload on its way. Primers are a one-time use object, but are generally inexpensive. There are certain types of ammunition where the primer is actually embedded in the casing. These types of ammo are unreloadable, as they require massive, complex manufacturing equipment.

Powder The powder is the main explosive for ammunition, and is the explosive that propels the bullet down the barrel of a firearm. Powder spans from the archaic black powder, still in use by some handloaders, to modern smokeless powder which is used in nearly all modern ammunition. Since the powder is burnt up when the ammunition is fired, it is impossible to reuse (as there isn't any to

reuse). One pound of powder is enough to create a single batch of ammunition.

Payload

The payload is the object fired from the firearm, which can range from plain lead bullets to rubber buckshot. The payload is almost always destroyed or deformed too much to be reusable, if it can even be found.

Creating a batch of ammunition requires a full batch of each component, and the amount created in every batch is dependent on the type of ammunition created. It takes about 4 hours to create a batch of ammunition. If a character fails the Craft check the ammunition is still made, but for every point below the Craft TN, 10% of the ammunition is unusable and unrecoverable and should be thrown out. If any of this ammunition is used, the firearm will explode, dealing the caliber's damage to the user and destroying the firearm in the process. Cased ammunition can be loaded to Low Pressure, Standard Pressure, High Pressure, or Over Pressure loading.

Reloading can not be done without a reloading kit and any attempt to reload without one will result in a failure, ruining all of the components in the process.

Ammunition Category	Craft TN	Rounds/Batch
Tiny Pistol	15	500
Small Pistol	20	400
Large Pistol	23	300
Tiny Rifle	18	300
Small Rifle	20	250
Medium Rifle	20	200
Large Rifle	20	100
Huge Rifle	25	50
Shotgun Shell	13	300

Table 158: Craft (Mechanical), Ammunition Reloading

Reloading Supplies

Reloading supplies span everything from the powder to the cases, that are needed to reload ammunition.

Cases Cases are split into eight different categories, based on the type of ammunition. Each category's price is listed for a single unit, which is enough to create a single batch of ammunition. When purchasing a unit of cases, a specific caliber must be specified.

Tiny Pistol Tiny pistol calibers are

.25 ACP .32 ACP .32-20 Winchester

Small pistol Small pistol calibers are

9x19mm	9x18mm PM	.38 ACP
.38 Special	.40 S&W	.38 Super
.38 Long Colt	.41 Long Colt	.22 TCM
.38/200	9mm Jap. Revolver	.327 Federal Magnum
.38 S&W	7.63 Mannlicher	7.65 Longue
.380 ACP	7.63x25mm Mauser	.38-40 Winchester
8x22mm Nambu	7.62x25mm Tokarev	7.62x38mmR

Large pistol Large pistol calibers are

.45 ACP	.45 Long Colt	.460 Rowland
.45 GAP	.357 Magnum	.44 AMP
.455 Webley	.357 SIG	.45 Win. Mag.
.44 American	10mm Auto	.500 S&W Special
.44 Russian	.50 Action Express	.500 S&W Magnum
.44 Special	9x23mm Steyr	.500 WE
.44 Magnum	.454 Casull	.50 Action Express
.44-40 Winchester	.50 GI	.476 Enfield

Tiny Rifle Tiny rifle calibers are

5.7x28mm	4.6x30mm
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Small Rifle Small rifle calibers are

.30 Carbine

Medium Rifle Medium rifle calibers are

5.56x45mm	5.45x39mm	.17 Remington
5.8x42mm	.243 Winchester	6.8mm Remington SPC
6.5x50mm Arisaka	.300 AAC Blackout	9x39mm

Large Rifle Large Rifle calibers are

7.62x51mm	6.5mm Grendel	.458 SOCOM
.303 British	.300 Win. Mag.	7.5x55mm Swiss
7.92x57mm Mauser	.45-70 Government	7.5x54mm French
.30-06 Springfield	7.62x54mmR	7x57mm Mauser
.30-40 Krag	6.5x52 Carcano	7.92x33mm Kurz
7.7x58mm Arisaka	8mm Lebel	.30-30 Winchester
6.5mm Creedmore	7.62x39mm	6mm Lee Navy

Huge Rifle Huge Rifle calibers are

.338 Lapua	7.92x94mm	12.7x108mm
.50 BMG	14.5x114mm	13.9x99mmB
.56-56 Spencer	20x125mm	20x102mm
.50-70 Government	20x105mm	

Shotgun Shell Shotgun shells are

.410 Bore	16 Gauge	10 Gauge
20 Gauge	12 Gauge	

Powder and Primers The powder listed here is modern smokeless powder and provides enough for one batch of any caliber of ammunition, as well as enough primers for one batch of ammunition.

Payloads Payloads are split into two categories, cased and shell, and the types available for each vary differently. Each listing is enough for a single batch of ammunition, but a specific caliber must be specified.

Cased Ammunition Payloads

Hardball These are plain cast lead bullets with a rounded nose. They are considered FMJ ammunition.

Semi-Wadcutters These are plain cast lead bullets with a tapered nose and sharp edges. It grants a +2 damage per damage dice within the first two range increments, against unarmored targets and a +10% error range.

Steel Core These are lead bullets with a hardened steel core. It removes half of all damage and damage dice, replacing them with ballistic piercing damage, rounded down.

JHP, Light These are light Jacketed Hollow Points. They grant a +1 damage bonus plus +1 damage bonus per damage dice over 4, against unarmored targets, and reduce the Recoil Penalty by 1.

JHP, Standard These are standard Jacketed Hollow Points. They grant a +2 damage bonus plus +1 damage bonus per damage dice over 3, against unarmored targets.

JHP, Heavy These are heavy Jacketed Hollow Points. They grant a +2 damage bonus plus +1 damage bonus per damage dice over 2, against unarmored targets.

JHP, Match These are match Jacketed Hollow Points, designed for accuracy and weight distribution over expansion. They grant a +3 attack bonus when used with a match barrel and a +2 attack bonus when used with a precision barrel, and a -5 damage penalty.

JHP, Supermatch These are supermatch Jacketed Hollow Points, designed for the highest of accuracy at the loss of power. They grant a +4 attack bonus when used with a match barrel and a +2 attack bonus when used with precision barrel, and -1 damage dice and a -4 damage penalty.

SP, Standard These are standard Soft Points. It provides +1 damage dice and +5% error range, against unarmored targets.

SP, Heavy These are heavy Soft Points. It provides +1 damage dice, a +1 damage bonus per damage dice and +10% error range, against unarmored targets.

Tungsten These heavy rounds are designed to destroy armor. Tungsten damages the AP of the armor equal to it's damage roll, regardless of if the armor protects against that particular type of damage or not.

Silver These are cast silver bullets, suited for would-be vampire hunters and dispensers of justice alike. They affect certain creatures in certain ways, but otherwise perform as lead bullets.

Shell Ammunition Payloads

Lead These are simple lead balls. They come in slug, 00 buckshot, #4 buckshot, and #3, #6 and #9 birdshot.

Glass These are glass marbles in 00 buckshot and slug sizes. They deal Slashing damage instead of Ballistic.

Wood These are wooden dowels cut to fit in the selected shell. They deal Bludgeoning damage instead of Ballistic and reduce the range increment of the firearm by half.

Silver These are cast silver pellets. They come in slug, 00 buckshot, #4 buckshot, and #3, #6, and #9 birdshot.

Object	Sz	Wt	Cost	Restr
Cases, Tiny Pistol	S	2.0	1	None
Cases, Small Pistol	S	2.0	2	None
Cases, Large Pistol	S	2.0	2	None
Cases, Tiny Rifle	S	2.0	2	None
Cases, Small Rifle	S	2.0	2	None
Cases, Medium Rifle	S	2.0	2	None
Cases, Large Rifle	S	2.0	3	None
Cases, Huge Rifle	M	2.0	4	None
Hulls, Shotgun Shells	M	2.0	2	None
Payload, Cased, Hardball	S	3.0	2	None
Payload, Cased, Wadcutter	S	3.0	2	None
Payload, Cased, Steel Core	S	3.0	4	None
Payload, Cased, JHP, Light	S	3.0	5	None
Payload, Cased, JHP, Standard	S	3.0	5	None
Payload, Cased, JHP, Heavy	S	3.0	5	None
Payload, Cased, JHP, Match	S	3.0	6	None
Payload, Cased, JHP, Supermatch	S	3.0	7	None
Payload, Cased, SP, Standard	S	3.0	4	None
Payload, Cased, SP, Heavy	S	3.0	4	None
Payload, Cased, Tungsten	S	3.0	6	None
Payload, Cased, Silver	S	3.0	15	None
Payload, Shell, Lead	S	3.0	2	None
Payload, Shell, Glass	S	3.0	3	None
Payload, Shell, Wood	S	3.0	1	None
Payload, Shell, Silver	S	3.0	15	None
Powder and Primers	S	2.0	4	None

Table 159: Equipment, Reloading Supplies

Firearm Functionality

Firearm Basics

Different types of firearms accept ammunition in different ways. The box magazine is the most common method for loading modern firearms. The box magazine is essentially a detachable box that holds a number of ammunition cartridges. The magazine is inserted into a well on the weapon to load it. When the weapon is fired, it takes a cartridge from the magazine and sends the bullet down range. After firing, the action is cycled to load the next cartridge. In automatic weapons, this occurs mechanically as part of the firing cycle. When the magazine is empty, it is removed and replaced with a loaded one. Secondly, there are revolvers. Instead of getting ammunition from a box magazine, a revolver has a rotating cylinder that holds the ready ammunition. As the weapon is fired, the chamber revolves to advance the next cartridge to the firing position. Thirdly, there are belt fed weapons, which fire ammunition from interlinked belts. As the weapon is fired, the old belt link is moved to the side, and the link with the new ammunition comes forward. Finally, there is the internal magazine, holding ammunition in a non-detachable part of the weapon. Internal magazines include tubular magazines, which consists of a metal tube running along the barrel, usually underneath it, that holds the ready ammunition. As each bullet or shell is fired, a spring pushes the next cartridge in the tube back to be fed into the firing chamber. There are also blind magazines. Blind magazines are similar to a box magazines, except that they are built into the weapon and are not removed. Instead, the action is opened and cartridges are inserted directly into it. Tubular magazines are most common in shotguns, and blind magazines are used on some precision-target rifles or sniper rifles. After the weapon is loaded with ammunition, it must be cocked. This means that the bolt or hammer is drawn back into position and the first cartridge is loaded from the magazine into the firing chamber. The weapon is then ready to be fired.

Once the gun is loaded, the shooter pulls the trigger to fire it. Pulling the trigger sets the firing cycle in motion. The trigger mechanism moves an internal arm or lever, called the sear, which releases the weapon's hammer or firing pin. The hammer springs forward, striking the back of the cartridge where the primer is located. The impact detonates the primer, which in turn ignites the propellant and fires the projectile. With single shot weapons, that is all that happens. The user must then manually cycle the action, which accomplishes three things. First, the empty cartridge case is extracted and ejected from the weapon. Then, the next cartridge in the magazine feeds into the firing chamber, or the user reloads the firearm by hand. Finally, the bolt closes on the chamber, which seals it, cocks the firing pin back, and readies the weapon for firing again. Double shot weapons can be fired twice, one for each barrel, before this must take place. On auto-loading weapons (those that operate semi-automatically or automatically), this process of cycling is carried out by the mechanical action of the weapon. The action cycles by itself, driven either by the recoil force or the pressure from the propellant gases. For semi-automatics, the user simply pulls the trigger again to fire another shot and repeat the cycle, until the magazine is emptied and the weapon must be reloaded. On automatic designs, the action will continue to cycle and fire as long as the trigger is held down or until the weapon runs out of ammunition. Select-fire weapons are those capable of firing in either semi-automatic or automatic mode, as desired. Bolt, Pump, and Lever action weapons require the user to work the action

themselves, to remove the used casing, and chamber a new round into the barrel, to be fired again. Single Action firearms require the hammer to be pulled back manually, which prepares for the next shot to be fired.

Any firearm that uses a box magazine, or any lever action or pump action weapon can carry an extra cartridge in the chamber. To put a cartridge in the chamber, the weapon is loaded as normal. (Chambering a round is part of the normal loading process.) Then the magazine is removed, an extra bullet or shell is added (to replace the one that was chambered), and the magazine is reinserted. This process takes 12 Combat Points. For lever action and pump action weapons, the weapon is loaded as normal. (Chambering a round is part of the normal loading process.) Then an extra bullet or shell is added (to replace the one that was chambered), this process takes 4 Combat Points.

Generally, the closer a target is to the shooter, the easier it is to score a hit. The farther away a target is, the smaller it appears and the more difficult it is to hit. To counteract this difficulty, the use of telescopic scopes has become popular. A telescopic scope gives the shooter a magnified view of a distant target, facilitating aim. It also uses a targeting reticule or cross hair to identify the bullet's point of impact. When a scope is fitted to a rifle, it must be zeroed, meaning that it must be adjusted so that the cross hairs accurately show the actual impact point at a given range. This process requires the Personal Weapons Proficiency feat, and 5 bullets or shells, as well as somewhere to test fire the weapon.

Handguns

A handgun is a firearm designed to have the potential to be held and operated by one hand, although not necessarily used that way. This characteristic differentiates handguns as a general class of firearms from long guns such as rifles and shotguns (which are usually mounted against the shoulder). Major handgun subtypes are the revolver and pistol, and are split into various subtypes based on size and use.

There are handguns that are available to suit nearly any budget. Low-cost models featuring simple operating systems, crude manufacturing, and low-quality materials are widely produced, while more reliable and sophisticated service weapons that are suitable for more active use form the middle of the market. At the high end are advanced custom pistols, produced for Olympic-class target shooting, exclusive private collections, or specialized forces, such as SWAT.

Handguns differ from long guns in the fact that they are generally regarded as more personal weapons: The style, model, and even caliber, can tell quite a lot about a character, and they are generally selected by hand, rather than issued. Handgun selection generally mirrors personal preference out in combat, more so than long guns as a handgun is generally always worn, and only drawn when needed. They are also easier to conceal than a long gun, allowing for a seemingly unarmed appearance when worn with the correct holster and clothing. A handgun should always be chosen carefully, the character's personality, backstory, and preference should definitely have some sway and appearance in their choice.

Revolvers

A revolver is a repeating firearm that has a cylinder containing multiple chambers and at least one barrel for firing. Capacity for a revolver can be as little as 3 rounds, and as many as 10, but 5

and 6 round cylinders are the most common. Revolvers predated semi-automatic pistols, praised in their time for their ability to fire multiple shots without reloading, nor resorting to having multiple barrels to do as such. Revolvers provide an advantage in the fact that a misfiring cartridge does not put a gunfighter out of commission; only a trigger pull is needed to advance to the next round. Revolvers are also generally less complicated on an end user level, being easier to maintain and operate, but much harder to repair. Revolvers, however, usually have low capacities, when compared to autoloading pistols (the highest capacity revolver at 10 rounds, is only the mid-level for an autoloading pistol), and nearly all models are unable to effectively use suppressors.

Revolvers themselves fall into various categories based on how they are cocked, and how they are loaded.

Single Action, Double Action, and Double Action Only With a single action revolver (SA), the hammer is manually cocked, usually with the thumb of the firing or supporting hand. This action advances the cylinder to the next round and locks the cylinder in place with the chamber aligned with the barrel. The trigger, when pulled, releases the hammer, which fires the round in the chamber. To fire again, the hammer must be manually cocked again. This is called “single action” because the trigger only performs a single action, of releasing the hammer. Because only a single action is performed and trigger pull is lightened, firing a revolver in this way allows most shooters to achieve greater accuracy. Additionally, the need to cock the hammer manually acts as a safety. The Colt Paterson Revolver, the Walker Colt, the Colt Dragoon and the Colt Single Action Army pistol of the American Frontier era are all good examples of this system. A single action revolver can be used to perform fanning attacks, where the supporting hand rapidly cocks the hammer back and the primary hand simply holds the trigger down, allowing for a volley of lead at a cost of accuracy.

With a double action (DA) revolver, the stroke of the trigger pull generates three actions: the hammer is pulled back to the cocked position, the cylinder begins to be indexed to the next round, and then the hammer is released to strike the firing pin. Thus double action means that a cocking action separate from the trigger pull is unnecessary; and every trigger pull will result in a complete cycle. This allows uncocked carry while also allowing draw-and-fire using only the trigger. A longer and harder trigger stroke is the trade-off, but this drawback can also be viewed as a safety feature, as the gun is safer against accidental discharges from being dropped.

Most double-action revolvers may be fired in two ways. The first way is single-action, exactly the same as a single-action revolver; the hammer is cocked with the thumb, which indexes the cylinder, and when the trigger is pulled, the hammer is tripped. The second way is double action.

Certain revolvers, called double action only (DAO), lack the latch that enables the hammer to be locked to the rear, and thus can only be fired in the double action mode. With no way to lock the hammer back, DAO designs tend to have bobbed or spurless hammers, and may even have the hammer completely covered by the revolver’s frame. These are generally intended for concealed carrying, where a hammer spur could snag when the revolver is drawn. The potential reduction in accuracy in aimed fire or the ability to perform a fanning attack is offset by the increased capability for concealment.

Front Loading Revolvers The first revolvers were front loading, and were a bit like muskets in that the powder and bullet were

loaded separately. These were caplocks or “cap and ball” revolvers, because the percussion cap method of priming was the first to be compact enough to make a practical revolver feasible. When loading, each chamber in the cylinder was rotated out of line with the barrel, and charged from the front with loose powder and an oversized bullet. Next, the chamber was aligned with the ramming lever underneath the barrel. Pulling the lever would drive a rammer into the chamber, which sealed it and held the ball and powder securely in place. Finally, the user would place percussion caps on the nipples on the rear face of the cylinder.

After each shot, a user was advised to raise his revolver vertically while cocking back the hammer so as to allow the fragments of the spent percussion cap to fall out safely. Otherwise, the fragments could fall into the revolver’s mechanism and jam it. Caplock revolvers were also vulnerable to “chain fires”, wherein hot gas from a shot ignited the powder in the other chambers. This could be prevented by sealing the chambers with cotton, wax, or grease.

Loading a cylinder in this manner was a slow and awkward process and generally could not be done in the midst of battle. Some soldiers solved this by carrying multiple revolvers in the field. Another solution was to use a revolver with a detachable cylinder design. These revolvers allowed the shooter to quickly remove a cylinder and replace it with a full one, much like how modern pistols use magazines.

Fixed Cylinder Revolvers In many of the first generation of cartridge revolvers (especially those that were converted after manufacture), the pin on which the cylinder revolved was removed, and the cylinder taken from the gun for loading. Later models used a loading gate at the rear of the cylinder that allowed one cartridge at a time to be accessed for loading, while a rod under the barrel could be pressed backwards to extract the fired case. Most revolvers using this method of loading are single action revolvers. The removable-cylinder design is employed in some modern “micro-revolvers” (usually in .22 caliber), in order to simplify their design. These weapons are small enough to fit in the palm of the hand.

The loading gate on the original Colt designs (and on nearly all single action revolvers since, such as the famous Colt Single Action Army) is on the right side, which was done to facilitate loading while on horseback; with the revolver held in the left hand, the cartridges can easily be ejected and loaded with the right.

Since the cylinder in these revolvers is firmly attached at the front and rear of the frame, and since the frame is typically full thickness all the way around, fixed cylinder revolvers are inherently strong designs. Because of this, many modern large caliber hunting revolvers tend to be based on the fixed cylinder design. Fixed cylinder revolvers can fire the strongest and most powerful cartridges, but at the price of being the slowest to load and cannot use speedloaders for loading, as one chamber is exposed at a time to the loading gate.

Top Break Revolvers The next method used for loading and unloading cartridge revolvers was the top break design. In a top break revolver, the frame is hinged at the bottom front of the cylinder. Releasing the lock and pushing the barrel down exposes the rear face of the cylinder. In most top break revolvers, this act also operates an extractor that pushes the cartridges in the chambers back far enough that they will fall free, or can be removed easily. Fresh rounds are then inserted into the cylinder. The barrel and

cylinder are then rotated back and locked in place, and the revolver is ready to fire.

Top break revolvers can be loaded more rapidly than fixed-frame revolvers, especially with the aid of speedloaders. However, this design is much weaker and cannot handle high pressure rounds. While this design is mostly obsolete today, supplanted by the stronger yet equally convenient swing out design, manufacturers have begun making reproductions of late 19th century designs for use in cowboy action shooting.

Swing Out Cylinder Revolvers The last and most modern method of loading and unloading is the swing out cylinder. The cylinder is mounted on a pivot that is coaxial with the chambers, and the cylinder swings out and down (to the left in most cases). An extractor is fitted, operated by a rod projecting from the front of the cylinder assembly. When pressed, it will push all fired rounds free simultaneously (as in top break models, the travel is designed to not completely extract longer, unfired rounds). The cylinder may then be loaded, singly or again with a speedloader, closed, and latched in place.

The pivoting part that supports the cylinder is called the crane; it is the weak point of swing out cylinder designs. Using the method often portrayed in movies and television of flipping the cylinder open and closed with a flick of the wrist can in fact cause the crane to bend over time, throwing the cylinder out of alignment with the barrel. Lack of alignment between chamber and barrel is a dangerous condition, as it can impede the bullet's transition from chamber to barrel. This gives rise to higher pressures in the chamber, bullet damage, and the potential for an explosion if the bullet becomes stuck.

The shock of firing can also put a great deal of stress on the crane, as in most designs the cylinder is only held closed at one point, the rear of the cylinder. Stronger designs use a lock in the crane as well as the lock at the rear of the cylinder. This latch provides a more secure bond between cylinder and frame, and allows the use of larger, more powerful cartridges. Swing out cylinders are rather strong, but not as strong as fixed cylinders, and great care must be taken with the cylinder when loading, so as not to damage the crane.

Single Shot and Semi-Automatic Pistols

A single shot pistol is a type of handgun which uses a single chamber and barrel, where the shot or cartridge is loaded in and then fired. A single shot pistol must be reloaded after every shot. Single shot handguns have generally fallen out of favor for revolvers and semi-automatic handguns because of their increased capacity and ease of loading, but still hold some value as last ditch and backup weapons. A semi-automatic pistol is a type of handgun which uses a single chamber and barrel, with a mechanism powered by the previous shot to load a fresh cartridge into the chamber. One round is fired each time the trigger of a semi-automatic pistol is pulled. A semi-automatic pistol harnesses the energy of one shot to reload the chamber for the next, typically via recoil operation, blowback, or gas operation. After a round is fired, the spent casing is ejected and a new round from the magazine is loaded into the chamber, allowing another shot to be fired as soon as the trigger is again pulled.

A revolver is a repeating firearm that has a cylinder containing multiple chambers and at least one barrel for firing. Capacity for a revolver can be as little as 3 rounds, and as many as 10, but 5

and 6 round cylinders are the most common. Revolvers predated semi-automatic pistols, praised in their time for their ability to fire multiple shots without reloading, nor resorting to having multiple barrels to do as such. Revolvers provide an advantage in the fact that a misfiring cartridge does not put a gunfighter out of commission; only a trigger pull is needed to advance to the next round. Revolvers are also generally less complicated on an end user level, being easier to maintain and operate, but much harder to repair. Revolvers, however, usually have low capacities, when compared to autoloading pistols (the highest capacity revolver at 10 rounds, is only the mid-level for an autoloading pistol), and nearly all models are unable to effectively use suppressors.

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Most types of semi-automatic pistols rely on a removable magazine to store ammunition before it is fired, usually inserted inside the grip. These magazines can hold anywhere from 3 to 100 rounds, though magazines between 5 and 20 are most common. Semi-automatic pistols provide an advantage in capacity,

as they hold two to three times more than a revolver of similar size. Semi-automatic pistols are generally more complex to operate and maintain on an end user level, but easier to repair.

Semi-automatic pistols fall into various categories based on how they are cocked, and what kind of magazine they possess.

Single Action, Double Action/Single Action, Double Action Only, and Preset Action

Typically, the first round is manually loaded into the chamber by pulling back and releasing ("racking") the slide mechanism. After the trigger is pulled and the round is fired, the recoil operation of the handgun automatically extracts and ejects the shell casing and reloads the chamber. This mode of operation generally allows for faster reloading, although semi-automatic pistols are potentially more prone to malfunctions than revolvers due to their more complex design and mechanism.

A single action (SA) semi-automatic pistol must be cocked by first operating the slide or bolt, or, if a round is already chambered, by cocking the hammer manually. The famed Colt M1911 is an example of this style of action. All SA semi-automatic pistols exhibit this feature, and automatically cock the hammer when the slide is first "racked" to chamber a round. A round can also be manually inserted in the chamber with the slide locked back. Then the safety can be applied.

Standard modern semi-automatic pistols are usually double action/single action (DA/SA). In this design, the hammer or striker may be either thumb-cocked or activated by pulling the trigger when firing the first shot. The hammer or striker is re-cocked automatically during each firing cycle. In double-action/single-action (DA/SA) pistols, the first pull of the trigger requires roughly twice as much pressure as subsequent firings, since the first pull of the trigger also cocks the hammer (if not already cocked by hand). The Beretta 92FS, a full-sized, service, semi-automatic pistol is an example of this style of action. A common mode of carry for DA/SA semi-automatic pistols is with the magazine full, a round chambered, and the gun holstered and uncocked with the external safety off.

A Preset Action (PA) is a blend of Single Action (SA), and Double Action/Single Action (DA/SA). Upon firing a cartridge or loading the chamber, the hammer or striker will rest in a partially cocked position. The trigger serves the function of completing the cocking cycle and then releasing the striker or hammer. While technically two actions, it differs from a double action trigger in that the trigger is not capable of fully cocking the striker or hammer. It differs from single action in that if the striker or hammer were to release, it would generally not be capable of igniting the primer. Preset actions also benefit in the fact that the first shot has the same trigger pressure as the subsequent shots, but have a downside where the slide must be racked if the round fails to fire, in order to reset the action.

Some modern semi-automatic pistols are double action only (DAO); that is, once a round is chambered, each trigger pull will cock the hammer, striker, or firing pin, and will additionally release the same to fire a cartridge in one continuous motion. Each pull of the trigger on a DAO semi-automatic pistol requires the same amount of pressure. The Kel-Tec P-32 is an example of a DAO action. DAO semi-automatic pistols are most generally recommended only in the smaller, self-defense, concealable pistols, rather than in target or hunting pistols. A notable exception are Glock pistols which optimize preset triggers (similar to DAO) but the striker is partially cocked back as the slide closes. This allows for significantly shorter trigger pulls than DAO. The trigger spring can be replaced with a

lighter one and paired with a low-strength sear connector resulting in lightened trigger pulls to improve a shooter's accuracy.

Fixed and Removable Magazine Nearly all semi-automatic pistols use a removable magazine, which can be taken from the magazine well, reloaded, and then replaced in the pistol. This facilitates a much quicker reload time by carrying around more magazines that have been prefilled with ammunition. In most handguns, even with the magazine removed, it can still be fired if there is a round in the chamber.

The fixed pistol magazine generally uses stripper clips or loose rounds to reload a handgun, which is pushed into the internal magazine, and then stowed or tossed away. These are generally slower than removable magazine pistols, as the action generally has to be locked back before reloading, and if a character is caught in the middle of reloading, they can not fire. Reloading also has to be done after the firearm has completely expended all of its ammunition (or all of the ammunition has been removed), which doesn't allow for topping off rounds in a timely manner.

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Personal Defense Weapons

A personal defense weapon (PDW) is a compact semi-automatic or fully automatic firearm similar in most respects to a sub-machine gun, but firing a (often proprietary) rifle round, giving a PDW better range, accuracy and armor-penetrating capability than sub-machine guns, which fire pistol-caliber cartridges. The class of weapon as it exists today evolved as a hybrid between a sub-machine gun and a carbine, retaining the compact size and ammunition capacity of the former while adding the ammunition power, accuracy and penetration of the latter. For the context of this book, PDWs include sub-machine guns as well as machine pistols.

A machine pistol is a handgun-style, often magazine-fed and self-loading firearm, capable of fully automatic or burst fire, and normally chambered for pistol cartridges. The term is a literal translation of *Maschinenpistole*, the German term for a hand-held automatic weapon. While the dividing line between machine pistols

and compact sub-machine guns is hard to draw, the term "sub-machine gun" usually refers to larger automatic firearms scaled down from a full-sized machine gun to fire handgun rounds, while the term "machine pistol" usually refers to a weapon built up from a semi-automatic pistol design. Machine pistols, however, break away from this definition with the new arrival of rifle caliber handguns, that are extremely cut down rifles, with a semi-automatic rate of fire, and lacking a stock.

In a law enforcement context, machine pistols are used by tactical police units such as SWAT teams or hostage rescue teams which are operating inside buildings and other cramped spaces, who need a small, concealable weapon with a high rate of fire. Bodyguards from police or government agencies sometimes carry concealed machine pistols when they are protecting high-risk VIPs. Criminal gang members such as narcotics traffickers also use machine pistols, typically guns which have been illegally converted to fire in a fully automatic fashion.

In a military setting, some countries issue machine pistols as personal defense side arms to infantry, paratroopers, artillery crews, helicopter crews, or tank crews. They have also been used in close quarters combat settings where a small weapon is needed.

A sub-machine gun is an automatic carbine, designed to fire pistol cartridges. It combines the automatic fire of a machine gun with the cartridge of a pistol, which allows for controllable automatic fire in a close setting. Sub-machine guns almost always have stocks, and are used like close ranged rifles.

In the early 20th century, experiments were made by converting stocked pistols from semi to fully automatic, thereby making machine pistols. Stocked automatic weapons firing pistol rounds were developed around the same time during World War I, by Italy, Germany, and the United States. The first dedicated designs were developed in the latter stages of World War I both as improvements on earlier stocked pistols, and to offer an advantage in trench warfare. They were popularized in the 1920s and 1930s as weapon of choice of American gangsters and police. Sub-machine guns rose to prominence as a front line close-quarters combat weapon and commando firearm during World War II. They are now widely used by police SWAT, military commando, paramilitary, and counter-terrorism team members for a variety of situations. Sub-machine guns are highly effective in close quarters; their lower-powered pistol cartridges make them generally more controllable in fully automatic fire compared to assault rifles, while their small size and light weight grant maneuverability. However, pistol cartridges generally have low effectiveness against targets protected by body armor or cover, and are short-ranged compared to intermediate and rifle cartridges.

Open vs. Closed Bolt

A semi or full automatic firearm is said to fire from an open bolt if, when ready to fire, the bolt and working parts are held to the rear. When the trigger is pulled the bolt goes forward, feeding a round from the magazine into the chamber and firing it. Like any other self-loading design without an external power supply, the action is cycled by the energy of the shot; this sends the bolt back to the rear, ejecting the empty cartridge case and preparing for the next shot. Generally, open bolt is used for automatic weapons and not for semi-automatic weapons.

Compared to a closed-bolt design, open bolt weapons generally have fewer moving parts. The firing pin is usually part of the bolt, saving on manufacturing costs. In automatic weapons an

open bolt helps eliminate the dangerous phenomenon known as “cook-off”, wherein the firing chamber becomes so hot that rounds spontaneously fire without trigger input. Open-bolt designs typically operate much cooler than closed-bolt designs, making them more suitable for constant full automatic weapons such as machine guns.

Open bolt weapons are more prone to fire when dropped, and the open mechanism is more subject to picking up dirt when in the ready position, and so may require an additional ejector door or similar mechanism to exclude dust and dirt. Some open bolt designs can suffer “slamfire”, in which bolt retention fails and the weapon discharges even with no trigger input. Open bolt weapons can not chamber a round in the barrel, and thus are restricted to the amount of the rounds in the magazines. Accuracy can suffer somewhat in an open bolt design, but this is generally less of a concern in automatic weapons.

A semi or full-automatic firearm which is said to fire from a closed bolt is one where, when ready to fire, a round is in the chamber and the bolt and working parts are forward. When the trigger is pulled the firing pin or striker fires the round, the action is cycled by the energy of the shot sending the bolt to the rear which extracts and ejects the empty cartridge case, the bolt then goes forward feeding a fresh round from the magazine into the chamber, ready for the next shot.

Closed bolt designs are more accurate for the first round and for semi-automatic fire, and don't have the movement of working parts to inhibit accuracy. The first round sits consistently in the chamber, which allows the topping off of a magazine, for +1 round. The action remaining closed the majority of the time prevents foreign debris from entering the gun.

Closed bolt weapons are generally more expensive to make, and they can suffer from cook-off. Closed bolt designs are typically seen in semi-automatic weapons, such as handguns, shotguns, and rifles.

Rifles

A rifle is a firearm designed to be fired from the shoulder, with a barrel that has a helical groove or pattern of grooves (“rifling”) cut into the barrel walls. The raised areas of the rifling are called “lands,” which make contact with the projectile, imparting spin around an axis corresponding to the orientation of the weapon. When the projectile leaves the barrel, this spin lends gyroscopic stability to the projectile and prevents tumbling, in the same way that a properly thrown American football or rugby ball behaves. This allows the use of aerodynamically-efficient pointed bullets (as opposed to the spherical balls used in muskets and shotguns) and thus improves range and accuracy. The word “rifle” originally referred to the grooving, and a rifle was called a “rifled gun.” Rifles are used in warfare, hunting and shooting sports.

The rifle is the backbone of every modern infantry army, and nearly all countries have used them since the mid-1800s, which were a massive upgrade from the smoothbore muskets, which had troubles with accurate, precise fire because of their barrels. Rifles were initially single shot, muzzle-loading weapons. During the 18th century, breech-loading weapons were designed, which allowed the rifleman to reload while under cover, but defects in manufacturing and the difficulty in forming a reliable gas-tight seal prevented widespread adoption. During the 19th century, multi-shot repeating rifles using lever, pump or bolt actions became standard, further increasing the rate of fire and minimizing the fuss involved in loading a firearm. The problem of proper seal creation had been solved

with the use of brass cartridge cases, which expanded in an elastic fashion at the point of firing and effectively sealed the breech while the pressure remained high, then relaxed back enough to allow for easy removal. By the end of the 19th century, the leading bolt action design was that of Paul Mauser, whose action—wedded to a reliable design possessing a five-shot magazine—became a world standard through two world wars and beyond. The Mauser rifle was paralleled by Britain's ten-shot Lee-Enfield and America's 1903 Springfield rifle models.

Rifles are split into categories by their size, accessories, actions, and use.

When selecting a rifle, a character should always consider many things, such as what the role they plan to play with that rifle, the ammunition type, caliber, and accessories they will take use of. Rifles are best complimented with a variety of upgrades, and should take full use of them. Rifles are less personal weapons, more utilitarian weapons that are used and employed when needed, and stowed away when not.

Bolt Action Bolt action is a type of firearm action in which the weapon's bolt is operated manually by the opening and closing of the breech (barrel) with a small handle, most commonly placed on the right-hand side of the weapon. As the handle is operated, the bolt is unlocked, the breech is opened, the spent cartridge case is withdrawn and ejected, the firing pin is cocked (this occurs either on the opening or closing of the bolt, depending on design), and finally a new round/cartridge is placed into the breech and the bolt closed. Bolt action firearms are most often rifles, but there are some bolt action shotguns as well. Examples of this system date as far back as the early 19th century, notably in the Dreyse needle gun. From the late 19th century, all the way through both World Wars, the bolt action rifle was the standard infantry firearm for most of the world's militaries.

In military and law enforcement use, the bolt action has been mostly replaced by semi-automatic and selective fire weapons, though the bolt action remains the dominant design in sniper rifles. Bolt action firearms are still very popular for hunting and target shooting. Compared to most other manually operated firearm actions, it offers an excellent balance of strength (allowing powerful chamberings), ruggedness, reliability, and potential accuracy, all with light weight and low cost. The major disadvantage is a marginally lower practical rate of fire than other manual repeating firearms, such as lever action and pump action, and a far lower practical rate of fire than semi-automatic weapons, but this is not an important factor in many types of hunting and target shooting.

Lever Action Lever action is a type of firearm action which uses a lever located around the trigger guard area, (often including the trigger guard itself) to load fresh cartridges into the chamber of the barrel when the lever is worked. Most lever action firearms are rifles, but lever action shotguns and a few pistols have also been made. One of the most famous lever action firearm is undoubtedly the Winchester rifle, but many manufacturers—notably Marlin and Savage—also produce lever action rifles.

While lever action rifles were (and are) popular with hunters and sporting shooters, they were not widely accepted by the military. One significant reason for this was that it is harder to fire a lever action from the prone position (compared to a bolt-action rifle), and while nominally possessing a greater rate of fire than bolt-action rifles, lever action firearms are also generally fed from a tubular magazine, which limits the ammunition that can be used

in them. Pointed center fire Spitzer bullets, for example, can cause explosions in a tubular magazine, as the point of each cartridge's projectile rests on the primer of the next cartridge in the magazines. The tubular magazine may also have a negative impact on the harmonics of the barrel, which limits the theoretical accuracy of the rifle. A tubular magazine under the barrel also pushes the center of gravity forward, which alters the balance of the rifle in ways that are undesirable to some shooters. However there are some lever rifles, such as the Winchester Model 1895 which saw service with the Russian Army in World War I, that use a box magazines.

Due to the higher rate of fire and shorter overall length than most bolt action rifles, lever actions have remained popular to this day for sporting use, especially short- and medium-range hunting in forests, scrub, or bushland. Lever action firearms have also been used in some quantity by prison guards in the United States, as well as by wildlife authorities/game wardens in many parts of the world. An additional advantage over typical bolt-action rifles is the lack of handedness: lever actions like pump-actions are frequently recommended as ambidextrous in sporting guidebooks.

Pump Action A pump action rifle is one in which the handgrip can be pumped back and forth in order to eject a spent round of ammunition and to chamber a fresh one. It is much faster than a bolt-action and somewhat faster than a lever action, as it does not require the trigger hand to be removed from the trigger whilst reloading.

The cycling time of a pump action is quite short, often less than that of some semi-automatic designs. The manual operation gives a pump action the ability to cycle rounds of widely varying power that a gas or recoil operated firearm would fail to cycle. The simplicity of the pump action relative to a semi-automatic design also leads to improved durability and lower cost. It has also been noticed that the time taken to work the action allows the operator to identify and aim on a new target, avoiding a "spray and pray" usage. An advantage of the pump action over the bolt-action is its ease of use by both left- and right-handed users: like lever actions, pump-actions are frequently recommended as ambidextrous in sporting guidebooks.

Like most lever action rifles, most pump action rifles do not use a detachable magazines. This makes for slow reloading, as the cartridges have to be inserted individually into the firearm, which can take more time to reload.

Self Loading A semi-automatic, or self-loading rifle is a weapon which performs all steps necessary to prepare the weapon to fire again after firing—assuming cartridges remain in the weapon's feed device or magazines. Typically, this includes extracting and ejecting the spent cartridge case from the weapon's firing chamber, re-cocking the firing mechanism, and loading a new cartridge into the firing chamber. Although automatic weapons and selective fire firearms do the same tasks, semi-automatic firearms do not automatically fire an additional round until the trigger is released and re-pressed by the person firing the weapon.

While all basic firearm actions require the action to be cycled manually before the first shot, semi-automatic as well as automatic and selective fire actions are differentiated from other forms such as pump-action, bolt action, or lever action firearms by eliminating the need to manually cycle the weapon after each shot. For example, to fire ten rounds from a semi-automatic firearm or a selective fire weapon set to fire semi-automatically, the action would initially be cycled to load the first round and the trigger would need to be

pulled ten times (once for each round fired). For the other forms, the weapon's mechanism would require cycling manually prior to firing the next round. An automatic or a selective fire weapon set to fire automatically would be able to fire continuously as long as the trigger is held until the magazine or feed device runs out of ammunition.

Advantages of this type of action is that the weapon can fire much faster than any other type of action, without having to break sights on the target in order to ready another round.

The disadvantage are that a self loading weapon is almost always more mechanically complex than any other type of action, and requires more maintenance.

Carbines

A carbine is a longarm similar to, but shorter than, a rifle. Many carbines are shortened versions of full rifles, firing the same ammunition at a lower velocity due to a shorter barrel length, and as such, the range for carbines is usually less than their rifle counterparts.

The smaller size and lighter weight of carbines makes them easier to handle in close-quarter situations such as urban or jungle warfare, or when deploying from military vehicles. The disadvantages of carbines relative to rifles include inferior long-range accuracy and a shorter effective range. Being larger than a submachine gun, they are harder to maneuver in tight encounters where superior range and stopping power at distance are not great considerations. Firing the same ammunition as rifles gives carbines the advantage of standardization over those personal defense weapons (PDWs) that require proprietary cartridges.

One of the more unusual classes of carbine is the pistol caliber carbine. These first appeared soon after metallic cartridges became common. These were developed as "companions" to the popular revolvers of the day, firing the same cartridge but allowing more velocity and accuracy than the revolver.

The primary advantages of a pistol caliber carbine are increased accuracy due to the buttstock and longer barrel (and with it, sight radius), relatively low muzzle blast/flash/recoil, higher muzzle velocity and energy of a longer barrel for increased wounding potential and penetration (depending on the particular load used), and greater adaptability for easily accepting accessories such as optics, weapon lights, and lasers.

One less-noted advantage of PCCs is their lower muzzle report compared to more powerful rifles; because they are less noisy when fired, they are less likely to cause permanent hearing damage when fired indoor without hearing protection - this can be an important consideration during home defense situations.

Compared to "regular" carbines/rifles (such as those in .223 Rem and 7.62x39mm), pistol-caliber carbines may suffer from a shorter effective range, more pronounced trajectory, less power, and less effectiveness against body armor.

Carbines are issued to high-mobility troops such as special-operations soldiers and paratroopers, as well as to mounted, supply, or other non-infantry personnel whose roles do not require full-sized rifles. Carbine rifles go well with tactical slings, or patrol slings, and the same accessories that would be outfitted on a full size rifle.

Assault, Battle, and Target Rifles

An assault rifle is an automatic rifle that Uses an intermediate cartridge and a detachable magazine. Assault rifles are the standard infantry weapons in most modern armies. Assault rifles are

categorized in between light machine guns, which are intended more for sustained automatic fire in a light support role, and sub-machine guns, which fire a pistol cartridge rather than a rifle cartridge.

The term assault rifle is a translation of the German word *Sturmgewehr* (literally "storm rifle", as in "to storm a position"). The name was coined by Adolf Hitler to describe the *Maschinenpistole* 43, subsequently renamed *Sturmgewehr* 44, the firearm generally considered the first assault rifle that served to popularize the concept and form the basis for today's modern assault rifles.

The translation assault rifle gradually became the common term for similar firearms sharing the same technical definition as the *StG* 44. In a strict definition, a firearm must have at least the following characteristics to be considered an assault rifle: it must be an individual weapon with provision to fire from the shoulder (i.e. a buttstock); It must be capable of selective fire, It must have an intermediate-power cartridge: more power than a pistol but less than a standard rifle or battle rifle, its ammunition must be supplied from a detachable magazine rather than a feed-belt, and it should at least have a firing range of 300 meters (1000 feet). Rifles that meet most of these criteria, but not all, are technically not assault rifles despite frequently being considered as such. For example, semi-automatic-only rifles that share designs with assault rifles are not assault rifles, as they are not capable of switching to automatic fire and thus are not selective fire capable, and are noted as target rifles. Belt-fed weapons or rifles with fixed magazines are likewise not assault rifles because they do not have detachable box magazines.

The term "assault rifle" is often more loosely used for commercial or political reasons to include other types of arms, particularly arms that fall under a strict definition of the battle rifle, or semi-automatic variant of military rifles such as AR-15s.

The US Army defines assault rifles as "short, compact, selective-fire weapons that fire a cartridge intermediate in power between sub-machinegun and rifle cartridges."

A battle rifle is a military service rifle that fires a full power rifle cartridge, such as 7.62x51mm. While the designation of battle rifle is usually given to post-World War II select fire infantry rifles such as the H&K G3, the FN FAL, or the M14, this term can also apply to older military bolt action or semi-automatic rifles such as the Mauser 98k or the M1 Garand. The battle rifle's power and long-range accuracy are intended to engage targets at long distances, but this comes with a trade-off of length and weight that make it relatively cumbersome in close-quarter combat.

Recently, however, there has been a general backlash against carbines and light rifles in many armies around the world due to their having less range, penetration, and power than battle rifles. Recent conflicts in desert environments have underscored the need for greater range while developments in body armor have created a need for more powerful munitions. A consequence of this was the creation of the Squad Designated Marksman program in the U.S. Army and the Squad Advanced Marksman in the U.S. Marine Corps. The role of the designated marksman is to fill the "marksmanship gap" between the rifleman and the sniper. Instead of relying on the use of smaller, lighter weapons with a higher rate of fire to hit a target, these programs place greater emphasis on marksmanship training, allowing the squad to take advantage of the greater range and power of heavier weapons. This has marked the return of battle rifles in the form of marksman rifles, which are discussed next section.

Target rifles are semi-automatic rifles that use a varying degrees of cartridges, from the lighter assault rifle cartridges, to the heavier

battle rifle cartridges. Target rifles may retain and appear to be exactly like assault and battle rifles, even down to having part and magazine compatibility, but target rifles have a semi-automatic rate of fire only.

Assault rifles, battle rifles, and target rifles go well with a multitude of upgrades based on their use, and can take advantage of a wide variety of upgrades.

Designated Marksman Rifles

A designated marksman rifle (DMR) is the weapon used by soldiers in the designated marksman role. The DM role fills the gap between a regular infantryman and a sniper and DMRs have been developed with this middle ground in mind.

These rifles have to be effective, in terms of accuracy and terminal ballistics, at ranges exceeding those of ordinary assault rifles, but do not require the extended range of a dedicated sniper rifle.

DMRs, however, often share some basic characteristics with sniper rifles in difference to the weapons carried by others in the DMs unit. DMRs may have an attached telescopic sight, quickly deployed stabilizing bipod to allow optimized accuracy and low-recoil in temporarily fixed situations or an adjustable stock. They will, though, generally retain semi-automatic firing capability (more rapid than bolt-action sniper rifles) and a larger magazine capacity of 10, 20, or 30 rounds depending on the firearm in question.

Bolt Action and Sniper Rifles

In military and law enforcement terminology, a sniper rifle is a precision rifle used to ensure more accurate placement of bullets at longer ranges than other small arms. A typical sniper rifle is built for optimal levels of accuracy, fitted with a telescopic sight and chambered for a military centerfire cartridge. The term is often used in the media to describe any type of accurized firearm fitted with a telescopic sight that is employed against human targets, although "sniping rifle" or "sniper's rifle" is the technically correct fashion to refer to such a rifle.

The military role of a sniper, dates back to the turn of the 18th century, but the true sniper rifle is a much more recent development. Advances in technology, specifically that of telescopic sights and more accurate manufacturing, allowed armies to equip specially trained soldiers with rifles that enable them to deliver precise shots over greater distances than regular infantry weapons. The rifle itself could be based on a standard rifle (at first, a bolt action rifle); however, when fitted with a telescopic sight, it becomes a sniper rifle.

Modern Sniper Rifles can be divided into two classes: Military and Law Enforcement

- **Military** Sniper rifles aimed at military service are often designed for very high durability, range, reliability, sturdiness, serviceability, and repairability under adverse environmental and combat conditions, at the sacrifice of a small degree of accuracy. Military snipers and sharpshooters may also be required to carry their rifles and other equipment for long distances, making it important to minimize weight. Military organizations often operate under strict budget constraints, which influences the type and quality of sniper rifles they purchase.
- **Law Enforcement** Sniper rifles built or modified for use in law enforcement are generally required to have the

greatest possible accuracy, more than military rifles, but do not need to have as long a range. As law enforcement-specific rifles are usually used in non-combat (often urban) environments, they do not have the requirement to be as hardy or portable as military versions; nevertheless they may be smaller, as they do not need very long range. Some of the first sniper rifles designed specifically to meet police and other law-enforcement requirements were developed for West German police after the Munich massacre at the 1972 Summer Olympics. Many police services and law enforcement organizations (such as the U.S. Secret Service) now use rifles designed for law enforcement purposes.

Bolt action rifles and sniper rifles, because of their use, will almost always use a scope of high magnification (at least x3), and a bipod. Accessories such as lasers, custom built stocks, and modified barrels are often built in as well, to achieve the best possible shot.

Anti-Materiel Rifles

An Anti-materiel rifle is a rifle designed to destroy at hard targets, such as equipment, vehicles, and weapons, rather than at other combatants. Anti-materiel rifles are similar in form and appearance to modern sniper rifles and can often serve in that role, though they are usually chambered for cartridges more powerful than are normally required for neutralizing a human and can operate at a greater range. In general, anti-materiel rifles are chambered for 12.7x99mm NATO (.50 BMG), 12.7x108mm Russian, 14.5x114mm Russian, and 20mm cartridges. The large cartridges are required to be able to fire projectiles containing usable payloads such as explosives, armor-piercing cores, and incendiaries.

Due to the considerable size and weight of anti-materiel rifles and other support equipment, sniper cells operating in 2- or 3-man or larger teams become a necessity. The recoil produced by the employed cartridges dictates that these rifles are designed to be fired from the prone position. Bipods and muzzle brakes are used as accessories to employ these rifles as comfortably and accurately as possible. Firing several 12.7x99mm NATO, 12.7x108mm Russian, or larger calibers from the standing position or in a kneeling position would be very uncomfortable for the operator.

Bipods are mandatory, and various telescopic sights, tactical slings, patrol slings, and ergonomic stocks are all suitable for anti-materiel rifles.

Shotguns

"Over the centuries, mankind has tried many ways of combating the forces of evil... prayer, fasting, good works and so on. Up until Doom, no one seemed to have thought about the double-barrel shotgun. Eat leaden death, demon." —Terry Pratchett

A shotgun (also known as a scattergun and peppergun, or historically as a fowling piece) is a firearm that is usually designed to be fired from the shoulder, which uses the energy of a fixed shell to fire a number of small spherical pellets called shot, or a solid projectile called a slug. Shotguns come in a wide variety of sizes, ranging from .22 inch bore up to 2 inch bore, and in a range of firearm operating mechanisms, including breech loading, single-barreled, double or combination gun, pump action, bolt, and lever action, semi-automatic, and even fully automatic variants.

A shotgun is generally a smoothbore firearm, which means that the inside of the barrel is not rifled. Preceding smoothbore firearms, such as the musket, were widely used by armies in the 18th century.

The direct ancestor to the shotgun, the blunderbuss, was also used in a similar variety of roles from self defense to riot control. It was often used by cavalry troops due to its generally shorter length and ease of use, as well as by coachmen for its substantial power. However, in the 19th century, these weapons were largely replaced on the battlefield with breechloading rifled firearms, which were more accurate over longer ranges. The military value of shotguns was rediscovered in the First World War, when American forces used 12 Gauge pump action shotguns in close-quarters trench fighting to great effect. Since then, it has been used in a variety of roles in civilian, law enforcement, and military applications.

The shot pellets from a shotgun spread upon leaving the barrel, and the power of the burning charge is divided among the pellets, which means that the energy of any one ball of shot is fairly low. In a hunting context, this makes shotguns useful primarily for hunting birds and other small game. However, in a military or law enforcement context, the large number of projectiles makes the shotgun useful as a close quarters combat weapon or a defensive weapon. Shotguns are also used for target shooting sports such as skeet, trap, and sporting clays.

Shotguns are widely used as a support weapon by police forces. One of the rationales for issuing shotguns is that even without much training, an officer will probably be able to hit targets at close to intermediate range, due to the "spreading" effect of buckshot. This is mainly a myth, due to the fact that the spread of shotgun at 25 feet, averages 8 inches, being very capable of missing a target. Some police forces are replacing shotguns in this role with carbine rifles such as AR-15s. Shotguns are also used in roadblock situations, where police are blocking a highway to search cars for suspects. Law enforcement agencies often use riot shotguns, especially for crowd and riot control where they may be loaded with less-lethal rounds. Shotguns are also often used as breaching devices to defeat locks.

The downside to shotguns, is that the shot quickly expends its energy as the pellets fly farther, making them poor long range weapons, and even less-than-desirable medium range weapons. Shotguns, unlike any other weapon in Ops and Tactics, have their range penalties affect both their total damage, as well as their attack bonus.

Shotguns, like rifles, are separated by their actions.

Break Action For most of the history of the shotgun, the break action breech loading double was the most common type, typically divided into three subtypes: the traditional "side-by-side" shotgun features two barrels mounted one beside the other (as the name suggests), the "over-and-under" shotgun has the two barrels mounted one on top of the other, and the single barrel shotgun. Side-by-side shotguns were traditionally used for hunting and other sporting pursuits (early long barreled side-by-side shotguns were known as Fowling Pieces for their use hunting ducks and other birds), whereas over and under shotguns are more commonly associated with sporting use (such as clay pigeon/skeet shooting). Both types of double-barrel shotgun are used for hunting and sporting use, with the individual configuration largely being a matter of personal preference. Single barrel shotguns can be used for either use as well, but the single shot doesn't permit a user to participate in certain types of clay shooting.

Most break action shotguns have two triggers, allowing the user to fire the barrel they prefer, which each may be loaded with different loads, or fire both barrels at the same time, for twice the load at a target. The downside to having two separate triggers is

that the user must shift their hand in order to be able to manipulate each trigger. A newer style is to have a single trigger that fires one barrel first, then the other, in a predetermined sequence, that is reset when the action is broken and reloaded. The advantage to this is that the user doesn't have to shift their grip in order to fire quickly, but loses the ability to fire both barrels at once.

Pump Action In pump action shotguns, a sliding forearm handle (the pump) works the action, extracting the spent shell and inserting a new one while cocking the hammer or striker as the pump is worked. A pump gun is typically fed from a tubular magazine underneath the barrel, which also serves as a guide for the pump. The rounds are fed in one by one through a port in the receiver, where they are lifted by a lever called the elevator and pushed forward into the chamber by the bolt. A pair of latches at the rear of the magazine hold the rounds in place and facilitate feeding of one shell at a time. If it is desired to load the gun fully, a round may be loaded through the ejection port directly into the chamber, or cycled from the magazine, which is then topped off with another round. Well-known examples include the Winchester Model 1897, Remington 870, and Mossberg 500/590.

Pump action shotguns are common hunting, fowling, and sporting shotguns. Hunting models generally have a barrel between 24 and 28 inches. They can also easily be used with an empty magazine as a single shot weapon, by simply dropping the next round to be fired into the open ejection port after the spent round is ejected. Pump action shotguns with shorter barrels and no barrel choke (or very little) are highly popular for use in home defense, military and law enforcement, and are commonly known as riot guns. The minimum barrel length for shotguns in most of the U.S. is 18" and this barrel length is the primary choice for riot shotguns. The shorter barrel makes the weapon easier to maneuver around corners and in tight spaces, though slightly longer barrels are sometimes used outdoors for a tighter spread pattern or increased accuracy of slug projectiles. Home defense/law enforcement shotguns are usually chambered for 12 gauge shells, providing maximum shot power and the use of a variety of projectiles such as 00 Buckshot, rubber, beanbag, and slug shells, but 20 gauge (common in bird-hunting shotguns) or .410 (common in youth-size shotguns) are also available in defense-type shotgun models allowing easier use by novice shooters.

A riot shotgun has many advantages over a handgun or rifle. Compared to "defense-caliber" handguns (chambered for 9x19mm Parabellum, .38 Special, .357 Magnum, .40 S&W, .45 ACP and similar), a shotgun has far more power and damage potential, allowing a "one-shot stop" that is more difficult to achieve with typical handgun loads. Compared to a rifle, riot shotguns are easier to maneuver due to the shorter barrel, still provide better damage potential at indoor distances (generally 3-5 meters/yards), and reduce the risk of "overpenetration"; that is, the bullet or shot passing completely through the target and continuing beyond, which poses a risk to those behind the target through walls. The wide spread of the shot reduces the importance of shot placement compared to a single projectile, which increases the effectiveness of "point shooting" - rapidly aiming simply by pointing the weapon in the direction of the target. This allows easy, fast use by novices.

Pump action shotguns lacking a trigger disconnect can be slamfired, on purpose or otherwise, if the trigger is kept depressed whilst cycling the action. This permits a user to rapidly spray shells onto a target area and perform slamfire attacks.

Pump action shotguns have no attack bonus or penalty.

Lever Action Early attempts at repeating shotguns invariably centered around either bolt or lever action designs, drawing inspiration from contemporary repeating rifles, with the earliest successful repeating shotgun being the lever action Winchester M1887, designed by John Browning at the behest of the Winchester Repeating Arms Company.

Lever shotguns, while less common, were popular in the late 19th century with the Winchester Model 1887 and Model 1901 being prime examples. Initially very popular, demand waned after the introduction of pump action shotguns at the turn of the century, and production was eventually discontinued in 1920.

One major issue with lever actions (and to a lesser extent pump actions) was that early shotgun shells were often made of paper or similar fragile materials (modern hulls are plastic or metal). As a result the loading of shells, or working of the action of the shotgun, could often result in cartridges getting crushed and becoming unusable, or even damaging the gun.

Lever shotguns have seen a return to the gun market in recent years, however, with Winchester producing the Model 9410 (chambering the .410 bore shotgun shell and using the action of the Winchester Model 94 series lever action rifle, hence the name), and a handful of other firearm manufacturers producing versions of the Winchester Model 1887/1901 designed for modern 12 Gauge smokeless shotshells with more durable plastic casings.

Autoloading Gas, inertia, or recoil operated actions are other popular methods of increasing the rate of fire of a shotgun; these are generally referred to as autoloaders or semi-automatics. Instead of having the action manually operated by a pump or lever, the action automatically cycles each time the shotgun is fired, ejecting the spent shell and reloading a fresh one into the chamber. The first successful semi-automatic shotgun was John Browning's Auto-5, first produced by Fabrique Nationale beginning in 1902. Other well-known examples include the Remington 1100, Benelli M1, and Saiga 12.

Some, such as the Franchi SPAS-12 and Benelli M3, are capable of switching between semi-automatic and pump action. These are popular for two reasons; first, some jurisdictions forbid the use of semi-automatic actions for hunting, and second, lower-powered rounds, like many less lethal cartridges, have insufficient power to reliably cycle a semi-automatic shotgun.

Autoloading shotguns also encompasses shotguns that are fully automatic, such as the Daewoo USAS-12 and the AA-12.

Machine Guns

A machine gun is a fully automatic mounted or portable firearm, usually designed to fire rounds in quick succession from an ammunition belt or large-capacity magazine, typically at a rate of several hundred rounds per minute.

Machine guns are generally categorized as machine guns or autocannons. Machine guns are often portable to a certain degree, but is generally used when mounted on a stand or fired from the ground on a bipod. Light machine guns are small enough to be fired and hand held like a rifle, but the gun is more effective when fired from a prone position, while general purpose machineguns are almost always too heavy to be fired and held like a rifle, and are near required to be fired with support. The difference between machine guns and autocannons is based on caliber, with autocannons using calibers larger than 16mm.

Man-portable machine guns are split into two categories: light and general purpose. Light machine guns are often used as squad automatic weapons, automatic weapons used to give infantry squads a portable source of automatic, focused fire, that can be carried and maintained by one member of the unit, while general purpose machine guns, which can be used by one person, usually benefit greatly by having other soldiers help in the aspect of reloading, barrel changing, and carrying ammunition, because of the weight.

The machine gun's primary role in modern ground combat is to provide suppressive fire on an opposing force's position, forcing the enemy to take cover and reducing the effectiveness of his fire. This either halts an enemy attack or allows friendly forces to attack enemy positions with less risk. Because of this, most machine guns do not even possess a selector switch, and fire in automatic only mode.

Machine guns that used linked ammunition can sometimes equip ammo boxes to hold the rounds.

The bomb has no cartridge case; the propellant is attached to the bomb's fins. When it reaches the base of the tube it hits a firing pin, which detonates the propellant and fires the projectile.

Mortars are portable, and usually used by infantry units. The chief advantage a mortar section has over an artillery battery is the flexibility of small numbers, and mobility. Mortars are able to fire from the protection of a trench. In these aspects the mortar is an excellent infantry support weapon, as it can be transported over any terrain and is not burdened by the logistical support needed for artillery.

Backblast is a cone-shaped area behind a rocket launcher where hot gases are expelled when the rocket is fired. The backblast area is dangerous to others, who may be burned by the gases or exposed to overpressure caused by the explosion. In confined spaces, common in urban warfare, even the operators themselves may be at risk.

All rocket launchers when fired, create a 10' cone directly behind them that deals 4d6 fire damage to anyone standing in it.

Grenade Launchers, Rocket Launchers, and Mortars

A grenade launcher or grenade discharger is a weapon that launches a grenade with more accuracy, higher velocity, and to greater distances than a soldier could throw it by hand. Grenade launchers can either come in the form of standalone weapons (either single-shot or repeating) or attachments mounted under the barrel of a rifle. Some rifles have been designed to fire rifle grenades, either from their muzzle or from a detachable muzzle-mounted launcher.

Most grenade launchers are man-portable, shoulder-fired weapons issued on a squad level, though larger launchers are sometimes mounted on armored vehicles. The most common grenade round in use by modern militaries is the 40 mm fragmentation grenade, which is effective against a wide range of targets including infantry and lightly armored vehicles. The ability of the grenade launcher to loft payloads in a high arc has resulted in many specialty grenades such as less-lethal sponge grenades.

A rocket launcher is any device that launches a rocket-propelled projectile, although the term is often used in reference to mechanisms that are portable and capable of being operated by an individual. Weapon systems that fall into this category include the shoulder-launched missile weapon, the wider international term for any weapon that fires a rocket-propelled projectile at a target, yet is small enough to be carried by a single person, and fired while held on one's shoulder. However, the term bazooka, is also often used for any shoulder-launched rocket weapon.

Specific types of rocket launchers within this group include the rocket-propelled grenade, better known as the RPG, which is a type of shoulder-launched anti-tank weapon designed by the Soviet Union; the anti-tank guided missile, a guided missile primarily designed to hit and destroy heavily-armored tanks and other armored fighting vehicles; and the man-portable air-defense systems, which provides shoulder-launched surface-to-air missiles.

A mortar is an indirect fire weapon that fires explosive projectiles known as mortar bombs at low velocities, short ranges, and high-arching ballistic trajectories. It is typically muzzleloading. A mortar is relatively simple and easy to operate. A modern mortar consists of a tube into which gunners drop a purpose-designed bomb. The tube is generally set at between 45 and 85 degrees angle to the ground, with the higher angle giving shorter firing distances.

Weapons in Use

This chapter talks about the general trends that firearms have followed throughout the years, as well as trends that generally follow for the armed citizen. In most campaigns, players should be free to choose the weapons for their characters; however, if they don't know what to choose, this section can provide some useful advice depending on what kind of campaign or setting is being played. The information in this chapter, and more broadly, this book, focuses on the United States and its firearm laws. For other countries, similar firearms should be used, but they might not be as common for some types of characters. For instance, in the UK, a bartender might have a bat over a shotgun, but an armored car guard will probably be armed along the same lines as their US counterpart.

This chapter also covers what kinds of ammunition and reserve weapons various organizations would have on hand, if need called for them.

Local and State Law Enforcement

Local and State Law Enforcement encompasses the major uniformed officers who deal with local and state crime, investigating everything from petty thief and indecency calls, all the way to statewide drug rings and murder sprees. They generally do not contact federal agencies (or are contacted by federal agencies), unless the case becomes a federal case, that is, crosses state lines. They will often call in federal agencies for guidance and assistance on things that are out of their scope, such as profiling.

Small Police Station or Sheriff's Department

A small police station is a station that has less than 20 sworn in officers or deputies. Because of this, service handgun restrictions are generally lax, usually consisting of caliber requirement for the selected handgun (from 9x19mm up to .45 ACP), and the requirement that the officer or deputy be able to qualify and display proper use and maintenance of their weapon. Because of their size, officers and deputies are heavily stressed to carry a backup weapon. Police stations and sheriffs departments of this size generally do not have their own SWAT team, and usually have to ask a larger, nearby department, for assistance. Service handgun habits for departments of this size span the entire department, from the rookie patrol officer or deputy, all the way up to the chief or sheriff.

The armory may include between 1-5 extra boxes of JHP ammunition for duty work, 6-8 boxes of 12 Gauge 00 Buckshot ammunition, and 3-5 12 Gauge pump action shotguns of assorted manufacturer.

Examples of these police stations and sheriff's departments include small town sheriff's department or campus police at a small college.

Medium Police Station or Sheriff's Department

A medium police station is a station that has between 21-100 sworn in officers or deputies. They generally issue specific firearms, though the requirement that the officer or deputy be able to qualify and display proper use and maintenance of their weapon still applies. Popular firearms for police stations and sheriff's departments for their officers and deputies include the Glock series in 9x19mm, .45 ACP, and .40 S&W, the Smith and Wesson 59 Series and the M&P Series in 9x19mm and .40 S&W, The SIG P229 in .40 S&W,

the Springfield Armory GI 1911A1 in .45 APC, and the XD in .45 S&W and .45 ACP, and the Beretta 92FS in 9x19mm and the Px4 in 9x19mm, .40 S&W and .45 ACP. In addition to their sidearm, they often carry an expendable or fixed baton, pepper spray or for more well funded departments, a taser, at least two reloads for their sidearm, a multitool or pocket knife, a small flashlight, a pair of handcuffs, and a radio. They are also issued a ballistic vest, or receive a stipend to pay for one. Detectives and investigators will generally carry the same firearms issued to the officers, though older detectives grandfathered in before the widespread use of automatics will carry their .38 Special and .357 Magnum revolvers, such as the Colt Detective Special and the Smith and Wesson Model 36, as well as a pair of handcuffs. Higher officers, such as the captains, majors and chiefs, pull double duty and are out on the street just as much as they are in the office, carrying what suits them.

The SWAT team is usually comprised of various officers who work their normal duty work until their services are needed. Unlike the standard officers, SWAT team members generally carry personalized handguns, that have been fitted to their specific needs. The SWAT team, when on a mission is equipped with shotguns such as the Mossberg 590A1 and Remington 870 Police, sub-machine guns such as the H&K MP5A4 and MP5A5, UMP9, UMP40, and UMP 45, and bolt action rifles such as the Remington 700P, as well as a single entry shield. A SWAT team in a department of this size will also have tear gas and smoke grenades.

The armory will have 10-15 extra boxes of JHP ammunition for regular duty work, 8-10 boxes of FMJ for target practice, 10-20 boxes of 12 Gauge 00 buckshot ammo, and 5-8 boxes of 12 Gauge non-lethal beanbag and rubber ball ammo. The armory will also have between 5-25 spare handguns that have not been issued or are spares, with extra magazines for these handguns, as well as 6-10 12 Gauge pump action shotguns, usually of an unformed nature, the most common being the Mossberg 500 and the Remington 870 Express.

Examples of these police stations and sheriff's departments include a state patrol, large town police force or campus police at a large university.

Large Police Station or Sheriff's Department

A large police station is a station that has over 100 sworn in officers or deputies. These stations or departments are generally stringent on their specific firearms, sticking to strictly issued firearms for its personnel. They follow the same trends a medium-sized police station would in choice of firearms and issued equipment, though the requirement that the officer or deputy be able to qualify and display proper use and maintenance of their weapon still applies. Detectives and investigators will generally carry the same firearms issued to the officers. Higher officers, such as the captains, majors and chiefs, are usually confined to clerical and managerial work, and as such, do not make it a habit to carry a weapon while on duty.

The SWAT team in a large station is comprised of dedicated officers who are solely on the SWAT team and do not do patrol work. Because of their area of coverage, they are mostly active answering calls where their forces are needed, and when not doing so, are undergoing training to keep their skills sharp until their services are needed. SWAT team members generally are relaxed from the strict requirements that other officers are imposed about their sidearms, allowing to choose a sidearm to fit their specific needs.

The SWAT team would have the same equipment as a medium-sized department, just more of it, but would also possess shotguns such as the Mossberg 930 Tactical, Remington 1100, and Benelli M1014, carbine rifles such as the Colt M4, H&K G36K, designated marksman rifles such as the H&K PSG1 and M14 SWS, and even grenade launchers such as the H&K M320, as well as multiple entry shields and riot shields. A SWAT team in a department of this size will also have tear gas, smoke, sting, stun and even concussion grenades. Departments such as these also have weapons dedicated for purely non-lethal engagement, and will have multiple .68 Cal. paintball markers and 18mm LL for subduing a subject without firearms.

The armory for a large police department will have hundreds of boxes of various types of ammunition, though a bulk of their ammunition will be JHP issued for duty. The armory will also not only have a multitude of spare firearms and magazines, but will possess its own staff of armorers dedicated to repairing, maintaining, and cataloging said firearms.

Examples of these police stations and sheriff's departments include police forces of metropolises, such as the New York City Police Department, the Los Angeles Police Department, the Chicago Police Department, the Atlanta Police Department, and the Los Angeles County Sheriff's Department.

Park Rangers

Park rangers hold a special place in law enforcement, in the fact that they perform more than just the standard duties associated with law enforcement. In addition to enforcing park regulations and laws, they are charged with educating the various visitors of the parks which can be as simple as weather forecast and giving directions, to complex as giving full guided tours that talk about the park's ecology, history, and demonstrations. They are also charged with watching for forest fires and answering emergency calls and dispatching help to those in need.

Because of their somewhat remote nature, most park rangers carry weapons that would be considered heavy or excessive in a civilian setting, with revolvers chambered in .44 Magnum or .454 Casull, or autoloaders chambered in .45 ACP or 10mm Auto, to stop large animals such as bears and mountain lions. They also generally have a shotgun or rifle in their vehicle, as well as a complete medical kit, a map of the area, a compass, flashlight, blankets, water and food rations.

Federal Agencies

Federal agencies are agencies that investigate crimes that are either attempted against the entire United States of America or that involve multiple states. They generally do not bother themselves with local petty crime, but will get involved with larger crimes, as well as lend assistance, manpower, and firepower to local agencies who need it.

Federal Bureau of Investigation

The Federal Bureau of Investigation (FBI) is a governmental agency belonging to the United States Department of Justice that serves as both a federal criminal investigative body and an internal intelligence agency (counter intelligence).

The current issued sidearm for special agents is the Glock 22 or Glock 23 if they pass their first qualification. If they fail their first qualification, they will be issued either a Glock 17 or Glock 19 to aid

in their next qualification. The Glock 26, Glock 23, and Glock 27 are authorized as backup weapons. Special agents are authorized to purchase and qualify with the Glock 21 for duty carry.

Special agents of the FBI Hostage Rescue Team and FBI SWAT teams are issued the Springfield Armory 1911A1 Loaded Operator in .45 ACP.

The HRT and SWAT team maintains a stock of H&K MP5/10A3 and MP5SD6 SMGs that have been outfitted with laser sights, tactical flashlights, red dot sights, and a vertical foregrip, as well as Colt M16A3, M4 and M4A1, M14, and M40A1 rifles. They also have access to Barrett M82A1 Anti-materiel rifles, M79 grenade launcher, Tasers, and stun grenades when needed.

Bureau of Alcohol, Tobacco, Firearms, and Explosives

The Bureau of Alcohol, Tobacco, Firearms, and Explosives (ATF) is a federal law enforcement organization within the United States Department of Justice. Its responsibilities include the investigation and prevention of federal offenses involving the unlawful use, manufacture, and possession of firearms and explosives; acts of arson and bombings; and illegal trafficking of alcohol and tobacco products. The ATF also regulates via licensing the sale, possession, and transportation of firearms, ammunition, and explosives in interstate commerce.

The currently issued sidearm for special agents is the Glock 22 or Glock 23.

United States Marshals Service

The United States Marshals Service (USMS) is a United States federal law enforcement agency within the United States Department of Justice. The Marshals Service is part of the executive branch of government, and is the enforcement arm of the United States federal courts. The U.S. Marshals are responsible for the protection of court officers and buildings and the effective operation of the judiciary. The service also assists with court security and prisoner transport, serves arrest warrants, and seeks fugitives.

The current issued sidearm for Marshals is the Glock 22 or Glock 23, chambered in .40 S&W, but a Marshal may choose to carry any 9x19mm, .40 S&W, .45 ACP, or .357 Magnum backup or full sized handgun, providing they pay the full cost and qualify with it.

While on assignment, Marshals will also carry ArmaLite AR-15 and Colt M4A1 rifles, and Mossberg 500 and Remington 870 Police shotguns.

The Special Operations Group (SOG) is issued the Springfield Armory 1911A1 Loaded Operator in .45 ACP.

Federal Air Marshal Service

The Federal Air Marshal Service (FAMS) is a United States federal law enforcement agency under the supervision of the Transportation Security Administration (TSA) of the United States Department of Homeland Security (DHS). The Air Marshal Service is meant to promote confidence in civil aviation by effectively deploying federal air marshals (FAMs) to detect, deter, and defeat hostile acts targeting the United States.

The current issued sidearm for Air Marshals is the SIG P229, chambered in .357 SIG.

Drug Enforcement Agency

The Drug Enforcement Administration (DEA) is a federal law enforcement agency under the United States Department of Justice, tasked with combating drug smuggling and use within the United States. Not only is the DEA the lead agency for domestic enforcement of the Controlled Substances Act, sharing concurrent jurisdiction with the Federal Bureau of Investigation (FBI) and Immigration and Customs Enforcement (ICE), it also has sole responsibility for coordinating and pursuing U.S. drug investigations abroad.

The current issued sidearm for Special Agents is the Glock 22 or Glock 23, chambered in .40 S&W, but they can qualify with the S&W M&P chambered in .40 S&W as well. The Glock 23, and Glock 27 in .40 S&W are authorized as backup weapons. The H&K UMP40 is the standard SMG, and the Remington 870 Police is the standard shotgun. Agents also have begun to use the RRA CAR A4 Tactical, that has been upgraded to fire fully automatic as well. Special Agents can also use their personal firearms, but all must be approved by the DEA firearms office before use.

Immigration and Customs Enforcement

U.S. Immigration and Customs Enforcement (ICE) is a federal law enforcement agency under the United States Department of Homeland Security (DHS), responsible for identifying, investigating, and dismantling vulnerabilities regarding the nation's border, economic, transportation, and infrastructure security. The largest components within ICE are Homeland Security Investigations (HSI) and Enforcement & Removal Operations (ERO).

ICE HSI Special Agents and ERO Officers and Agents are issued the SIG P229 pistol, chambered in .40 S&W, as their primary sidearm. They also may be assigned the Remington Model 870 Police shotgun, the Steyr AUG rifle, or the Colt M4 carbine. Agents and officers assigned to a Special Response Team (SRT) are specifically assigned the Colt M4 Carbine while some operators may also carry the H&K MP5A4 or MP5A5 sub-machine gun, although these are being replaced by the H&K UMP40 chambered in .40 S&W.

United States Secret Service

The United States Secret Service is a United States federal law enforcement agency that is part of the United States Department of Homeland Security. The sworn members are divided among the Special Agents and the Uniformed Division. Until March 1, 2003, the Service was part of the United States Department of the Treasury. The U.S. Secret Service has two distinct areas of responsibility; Treasury roles, covering missions such as prevention and investigation of counterfeiting of U.S. currency and U.S. treasury securities, and investigation of major fraud, and protective roles, ensuring the safety of current and former national leaders and their families, such as the President, past Presidents, Vice Presidents, presidential candidates, and foreign embassies.

Secret Service Special Agents are issued the SIG P229, chambered in .357 SIG, or the FN Five-seveN chambered in 5.7x28mm FN. Agents are also trained on the H&K MP5K, MP5K-PDW, MP5A4 and MP5A5 sub-machine gun, the Remington 870 Police shotgun, and the FN P90 Sub-machine gun.

United States Postal Inspection Service

The United States Postal Inspection Service (USPIS) is the law enforcement arm of the United States Postal Service. Its jurisdiction is defined as "crimes that may adversely affect or fraudulently use the U.S. Mail, the postal system, or postal employees." The mission of the U.S. Postal Inspection Service is to support and protect the U.S. Postal Service, its employees, infrastructure, and customers by enforcing the laws that defend the nation's mail system from illegal or dangerous use.

Postal Inspectors are issued the SIG P229, chambered in .40 S&W as a primary sidearm. Unique to the Postal Inspection Service, Postal Inspectors are issued a Remington 870 Police shotgun along with their service sidearm.

United States Diplomatic Security Service

The United States Diplomatic Security Service (USDSS) is the federal law enforcement and security arm of the U.S. Department of State. Its main duties are to secure the integrity of U.S. travel documents, namely against visa and passport fraud, and to help facilitate U.S. foreign policy by protecting diplomatic assets, personnel, and information.

DSS agents are issued the Glock 19, chambered in 9x19mm as a primary sidearm, and are currently phasing out the SIG P229, which was also chambered in 9x19mm. They are also issued Glock 26s, Remington 870s, Colt M4A1s, and Colt RO635s. DSS agents may also be issued MP5s, M249s, M240Bs, and M203s for high threat locations.

United States Border Patrol

The United States Border Patrol (USBP) is the United States Customs and Border Protection's federal law enforcement arm within the United States Department of Homeland Security (DHS). The USBP is the armed and uniformed federal police that secure the borders of the United States by detecting and preventing illegal aliens, terrorists and terrorist weapons from entering the United States, and prevent illegal trafficking of people and contraband.

Border patrol agents are issued the Glock 19 or a Glock 47, which is a Glock 17 with an extended barrel and an optics mount, both chambered in 9x19mm as a primary sidearm. They are also issued Glock 26s as backup firearms, Remington 870 14", Colt M4A1s, and H&K UMP 40s. They are also issued the FN 303 less lethal launcher, for less lethal engagements.

Naval Criminal Investigative Service

The Naval Criminal Investigative Service (NCIS) is the primary law enforcement agency of the U.S. Department of the Navy. Its primary function is to investigate criminal activities involving the U.S. Navy and U.S. Marine Corps, though its broad mandate includes national security, counterintelligence, counter-terrorism, cyber warfare, and the protection of U.S. naval assets worldwide.

NCIS Special agents are issued the SIG P229 and the SIG P239, both chambered in .40 S&W as a primary sidearm. Field officers have Mossberg 500s, Remington 870s and Colt M4A1s available to them as deemed necessary.

United States Army Criminal Investigation Division Command

The Army Criminal Investigation Division (ACID) is the primary law enforcement agency of the U.S. Department of the Army. Its

primary function is to investigate criminal activities involving felony crimes and serious violations of military law & the United States Code within the United States Army

ACID agents are issued the SIG P320 and the SIG P228, both chambered in 9x19mm as a primary sidearm. Agents have Colt M4A1s available to them as deemed necessary, for protection missions.

United States Marine Corps Criminal Investigation Division

The United States Marine Corps Criminal Investigation Division (USMC CID) is a federal law enforcement agency that investigates crimes against people and property within the United States Marine Corps.

USMC CID agents are issued Glock 19s, chambered in 9x19mm as a primary sidearm.

United States Army Criminal Investigation Division Command

The U.S. Air Force Office of Special Investigations (OSI) is a U.S. federal law enforcement agency that provides independent criminal investigative, counterintelligence and protective service operations worldwide and outside of the traditional military chain of command. AFOSI proactively identifies, investigates, and neutralizes serious criminal, terrorist, and espionage threats to personnel and resources of the Air Force and the U.S. Department of Defense, thereby protecting the national security of the United States.

OSI agents are issued the SIG P228, both chambered in 9x19mm as a primary sidearm. Agents have Colt M4A1s and MP5s available to them as deemed necessary.

The Underworld

The underworld encompasses the world of crime that exists as a whole, spanning everything from petty drug dealers to crime lords, mafia bosses, and set leaders, who control and run the lower soldiers and gang members.

Petty Criminals

This group encompasses singular criminals, petty thieves, con-men, and singular drug dealers. These criminals have their fingers directly in the crime, though most of their crime is either opportunistic, or for profit.

Low level criminals don't have a specific group of firearms: they can quite literally be caught with anything from a single shot pistol from World War 2 to a fully automatic assault rifle. As a general rule, these criminals generally use melee weapons for their ease of acquisition, lack of restriction, simplicity in use, and sometimes their added benefit of plausible deniability. When they do carry firearms, they prefer any gun that can be concealed, and is available. Because of their criminal records, they can not go and purchase a firearm from a legal dealer, instead opting for illegal street deals, or stealing a firearm. Poor quality firearms are common.

Street Gangs

This group is a level above the unstructured criminal, and includes street gangs with an identifiable power structure and leader. These groups generally deal purely in profit, often coming from the same neighborhood or of a similar race, creed, or lifestyle. They usually also have a mutualistic interest: money, and work together because

of it, and the chaos and criminalistic activity they cause is merely a byproduct. They usually wear identifying colors or pieces of clothing, such as certain colors, or even leather jackets or vest with the club's insignia.

Outlaw motorcycle gangs are atypical of this behavior, as the chaos and criminalistic behavior are the desired ways of life, and the criminal enterprise is a means to live, in order to continue the life of chaos.

Smaller street gangs are generally equipped with concealable handguns and pump action shotguns, as these are the cheapest to acquire, use, and replace, while the larger gangs may possess heavier firepower such as automatic weapons such as assault rifles, and even anti-materiel rifles.

Gang Leaders and Crime Bosses

Gang leaders generally prefer to keep their hands clean of any actual violence or drugs, preferring to delegate those tasks to lower ranking gang members, but will generally carry a smaller concealable handgun of decent to high quality, such as the Kahr handgun series, the Walther PP Series, the SIG P290 and P238, and the Glock 26, 27, and 28. These are usually tucked away inside briefcases, bags, and under suit jackets.

Drug Cartels

A drug cartel is a criminal organization developed with the primary purpose of promoting and controlling drug trafficking operations. They can range from an agreement between two street gangs to work together, all the way up to interstate and even international, multi-billion dollar formal industries.

While they have a similar structure to a common street gang, their size, funding and training rivals legitimate governmental agencies. Most soldiers in a drug cartel are trained in the various arts of asymmetrical warfare, close-quarters combat, weapons handling and maintenance, and some have even received explosives handling and training. Most of this training comes from legitimate state training, which the knowledge is then passed down from a dissenting police officer.

Weapons carried by the cartel include, but are by no means limited to, M16, M4, AK-47 and AKM assault rifles, shotguns of every make and model, AT4 and M72 LAW rocket launchers, M79 grenade launchers, and even Barrett M82B anti-materiel rifles.

Assassins and Hitmen

Assassins are people who commit a targeted murder. Hitmen are assassins for hire.

Assassins and hitmen's method of killing can range from poisoning to blowing up an entire car, but when firearms are involved, they prefer to either fire from a long distance, using a high-powered rifle with a scope and possibly a suppressor, or close range with a suppressed handgun, or machine pistol. They also use a melee weapon, a knife usually, for truly quiet kills.

Gunrunners and Arms Traffickers

Gunrunners and arms traffickers are people who smuggle contraband weapons and ammunition for a profit. They sell their arms, acquired legally or otherwise, to anyone who has the cash and need. Arms traffickers and gunrunners should not be confused

with people who sell firearms for legal commerce, such as a legally operating gun store.

Because of their nature of business, they have the best selection and quantity of weapons: it's their business to have as such. Gunrunners are generally heavily armed, either by choice or simply by having stock, usually with a few handguns and an assault rifle or two, as well as grenades, explosives, magazines, ammunition, and anything else their customers would like to sample. They also have a tendency to wear body armor, in order to avoid getting killed by their own merchandise.

Insurgents and Terrorists

Insurgents and terrorist armament depends completely on their funding, and their supporters. Underfunded insurgents will use crude, homemade firearms, while well-funded and equipped insurgents will use everything from fully automatic rifles to rocket launchers. Because of their nature, any weapon is viable for a terrorist or insurgent.

Civilian Forces

Civilian forces encompass regular people who have a mind to carry a firearm for protection, specifically those who have to do so as a part of a job, but are not law enforcement, or regular citizens who prefer to have their protection and safety in their hands.

Armored Car Drivers

Armored cars are popular target for professional bank thieves, and as such, their drivers are armed. Armored car drivers are generally equipped with a ballistic vest, a uniform, and a handgun, that they must purchase themselves, but do receive a stipend for it. Popular firearms span far and wide, but they most often keep full-sized handguns in a tactical holster, with a pump action or automatic shotgun in the truck.

Bartenders

Bars are often the starting scenes for rowdy behavior, and as such, the bartender is often armed. They often keep a shotgun, such as a Mossberg 500 or Remington 870 Police under the bar for serious altercations, but many bartenders have begun to opt for a full sized handgun, because of their maneuverability and size. They also will have melee weapons, such as a bat, to deal with less rowdy, but still problematic, patrons.

Shopkeepers

Shopkeepers generally follow the same rules as bartenders, but their weapons are more used for people attempting a quick stickup job. The level of armament of the shop is completely dependent on the shopkeeper's views, as well as what they sell. A gun store is guaranteed to have an armed shopkeeper, while a fine china store in a wealthy neighborhood may go without firearms, electing to call the authorities instead.

Mercenaries

A mercenary is a person who takes part in an armed conflict, who is not a national or a party to the conflict, and is "motivated to take part in the hostilities essentially by the desire for private gain

and, in fact, is promised, by or on behalf of a party to the conflict, material compensation substantially in excess of that promised or paid to combatants of similar ranks and functions in the armed forces of that party". Most mercenaries in the modern age are employees of private security firms such as Blackwater, Xe Services, Triple Canopy, Armour Group, PBE, and DynCorp.

Mercenaries are generally armed the same, or more usually, better than their soldier counterparts, equipped with the best body armor, weapons, vehicles, and ammunition, provided by the company they work for. This equipment is generally on loan from the company while they perform their services, though it isn't uncommon for a mercenary to carry their own personal sidearm. The type of handgun a mercenary carries is completely dependent on their personal preference but .45 ACP, .40 S&W, and .357 Magnum are the most popular calibers.

Bodyguards

Bodyguards are equipped just as mercenaries, though because of their dealings in the states, they will bypass fully automatic weapons in lieu of semi-automatic rifles and carbines, as well as concealed handguns.

Hunters

The weapon a hunter carries depends on the personal preference of the hunter, and what they are hunting. For birds, or small animals, a light birdshot is generally preferred in a shotgun, modified with a choked barrel. Varmint hunters will choose something with a smaller caliber, such as .22 Long Rifle or .17 HMR. Hunters of larger game will prefer high powered rifles chambered in calibers such as 7.62x51mm or .30-06 Springfield, or shotguns with slug barrels, loaded with slugs. A hunter may also choose to carry a crossbow, or bow and arrow, for a silent kill.

Security Guards

Security guards are charged with over-watching an area, usually an office building or dock. They are generally not given firearms, rather to observe and report, and call the authorities if anything does happen. They are usually given a flashlight and possibly a can of pepper spray.

Militia Members

Local militia members are armed depending on their funding, and location. Militia groups in the United States will normally be armed with self-loading rifles such as the Ruger Mini 14, and Mini 30, while well-funded militias will have AR-15s and FALs. Because of their semi-organized nature, firearms will rarely be universal across the members, many using what they can afford or even get their hands on.

Armed Citizen

The armed citizen's armament can vary extremely widely. Usually it will focus on smaller handguns suitable for conceal carry, such as firearms from makers such as S&W, Kahr, Glock, H&K or Ruger, to name a few. A small few will also carry backup firearms as well. Less well off citizens will have less expensive firearms, such as Hi-points, Jimenez, Taurus, Kel-tecs, and SCCYs.

Militaries Around the World

This section covers the basic issued equipment for the various armies listed. In addition to the equipment listed, militaries often issue a host of other support equipment, such as MREs, MOLLE gear, and tools to achieve their missions.

United States Marine Corps, United States Army, United States Airforce and the United States Navy

The armed forces of the United States all issue M4A1s and M16A4s with iron sights, red dot sights, or 1.5x telescopic sights depending on the soldier's duties. Specialty units and soldiers are issued M249 light machine guns, M320 and M203 grenade launchers, M110 SASS designated marksman rifles, M40A3 and M24A3 sniper rifles, M82 anti-materiel rifles, AT4 and Javelin rocket launchers, and MP5 sub-machine guns. Soldiers are also issued M9 handguns, which are functionally identical to Beretta 92FS handguns, but they are being phased out for the newer M17 handguns, which are SIG Sauer P320 full-size handguns in 9x19mm. The USMC also has a store of M1911 and Glock 19 handguns that are used by select groups, but these weapons are few and far in-between, often given to special forces groups. The Criminal Investigations divisions such as CID and NCIS are issued SIG Sauer P228 handguns in 9x19mm, while military police are issued M9s or M17s. Mossberg 590A1 and Remington 870 shotguns are often used both by military police for response, and by infantry for breaching. The M1014 is also issued for breaching, but this is primarily used by the USMC. Various types of grenades are used by all branches, with fragmentation, smoke and stun grenades being the most common. Survival knives are issued as well.

Canadian Armed Forces

The armed forces of Canada issue M4A1s and M16A4s with iron sights, red dot sights, or 1.5x telescopic sights depending on the soldier's duties. Specialty units and soldiers are issued FN Minimi light machine guns, M320 and M203 grenade launchers, M110 SASS designated marksman rifles, M40A3 and M24A3 Sniper rifles, M82 Anti-materiel rifles, AT4 and Javelin rocket launchers, MP5 sub-machine guns. Soldiers are also issued Browning Hi-Power handguns. Various types of grenades are used by the Canadian Armed Forces, with fragmentation, smoke and stun grenades being the most common. Survival knives are issued as well.

United States Coast Guard

The United States Coast Guard issues M4A1s with various optics and Remington 870s for boarding action, as well as SIG Sauer P229 handguns chambered in .40 S&W. Flare guns and flotation vests are also standard issue due to their work in and around the water.

People's Liberation Army Ground Forces

The PLA Ground forces issues the Norinco QBZ Type 95 rifle and the Norinco QBU Type-88 rifle, with Norinco QSZ Type 95 LSW is used as a squad automatic weapon. They also issue the Norinco QSZ 92 handgun, but these handguns are primarily for officers.

Israeli Defense Force

The Israeli Defense Force primarily issues the IMI Tavor series of rifles for a multitude of tasks, but still will issue the M16A4 for various secondary roles such as security duty and conscription

duty. They also issue the M24A3 to snipers, and have the IMI Negev as their squad automatic weapon. Galils are also common in both secondary roles and primary roles. Jericho 941 handguns are also issued to select personnel. Various types of grenades are used by the IDF, with fragmentation, smoke and stun grenades being the most common. Survival knives are issued as well.

British Army and the Special Air Service

The British Army and the SAS are both issued the L85A2 rifle, as well as the FN Minimi squad automatic weapon, and the L86 LSW. Specialist roles will receive the Accuracy International AWP rifle. Their issued handgun is the Browning Hi-Power, usually given to officers. AT4 anti-tank weapons and M320 grenade launchers are also common. Various types of grenades are used by both the British Army and the SAS, with fragmentation, smoke, and stun grenades being the most common. Survival knives are issued as well.

Chapter II

Procedural Weapons

Some players and GMs, instead of scrolling through models of firearms, would rather have their firearms generated through various dicerolls. This book adds the ability to roll for various categories of firearms, either to use for a blueprint for crafting, for random drops by enemies or found in hidden caches, or even as a way to spice up character generation. The d% is used for a majority of the deciding rolls, which is a pair of d10s, one marked for the 1s column, and one marked for the 10s column.

Some of the weapons created may seem nonsensical, but this supply drop is made to at least give weapons that are theoretically possible, and as such it's best to keep an open mind when using this supply drop. Firearms are generated with the variant rules in Ops and Tactics: Armory and Ops and Tactics: Advanced Arms in mind, but if these rules aren't used, reference Armory or Advanced Arms on how to use the weapons without using the rules.

Random Weapon Selector

Category	Roll
Handgun	01-16
PDWs	17-32
Rifle	33-48
Shotgun	49-64
Machine Gun	65-80
Grenade Launcher	81-00

Category	Roll	Category	Roll
Plasma Handgun	01-30	Laser Handgun	01-25
Plasma SMG	31-65	Beamcaster	26-85
Plasma Rifle	66-00	ELM Gun	86-00

Category	Roll
Electric Handgun	01-65
Electric Rifle	66-100

Cased and Shelled Firearms

Handguns

Handguns come in various different sizes, configurations, calibers and actions. Pistols feed from a box magazine, either removable or built in, while revolvers feed from bullets placed directly into a cylinder.

Category	Roll	Category	Roll
Holdout	01-25	Pistol	01-60
Backup	26-50	Revolver	61-00
Full Size	51-75		
Target & Hunting	76-00		

Pistols

Pistols come in two basic forms, break barrel and semi-automatic. A break barrel pistol is a type of handgun which uses a fixed chamber and barrel, where the cartridges are loaded in and then fired. A semi-automatic pistol is a type of handgun which uses a single chamber and barrel, with a mechanism powered by the previous shot to load a fresh cartridge into the chamber.

Category	Roll
Break Barrel	01-15
Semi-automatic	16-00

Action

Category	Roll
SA	01-25
DA/SA	26-50
DAO	51-75
PA	76-00

Magazine Type

Break action pistols always have internal magazines, requiring the user to load one round at a time using loose rounds.

Category	Roll
Internal	01-20
Box	21-00

Capacity

A break barrel pistol will always hold the same amount of rounds, regardless of what category they are.

Rounds	Roll
1	01-25
2	26-75
3	76-80
4	81-00

Table 160: Break Barrel Pistol Capacity

Rounds	Holdout	Backup	Full Size & Target and Hunting
4	01-10	01-04	—
5	11-35	05-09	01-03
6	36-55	10-25	04-07
7	56-85	26-30	08-13
8	86-90	31-45	14-30
9	91-95	46-49	31-45
10	96-00	50-59	46-49
12	—	60-69	50-59
13	—	70-79	60-69
15	—	80-85	70-79
18	—	86-91	80-85
20	—	92-96	86-91
25	—	97-99	92-96
30	—	00	97-99
35	—	—	00

Table 161: Semi Auto Pistol Capacity

Size

Size	Holdout	Backup	Full Size	Target and Hunting
D	01-25	—	—	—
T	26-75	01-60	—	—
S	76-00	61-00	01-75	01-15
M	—	—	76-00	16-85
L	—	—	—	86-00

Caliber

The round that the firearm uses.

Roll	Caliber	Roll	Caliber
01-02	.22 Short	77-78	.357 SIG
03-08	.25 ACP	79-80	.38 Special
09-16	.22 LR	81-82	.357 Magnum
17-20	.32 ACP	83	.44 Magnum
21-28	.380 ACP	84-85	.44 Special
29-35	9x18mm PM	86-87	.44 Automag
36-38	.38 Super	88	.45 Long Colt
39-40	5.7x28mm	89	.45 Win Mag
41-50	9x19mm	90	.454 Casull
51-59	.40 S&W	91-94	.50 Action Express
60-69	.45 ACP	95-97	.50 GI
70-73	7.62x25mm Tokarev	98-99	.30 Carbine
74-76	10mm Auto	00	.45-70 Government

Range

Range	Holdout	Backup	Full Sized	Target & Hunting
10'	01-10	01-05	—	—
15'	11-20	06-15	01-08	—
20'	21-35	16-35	09-15	01-08
25'	36-85	36-55	16-20	09-16
30'	86-90	56-70	21-55	17-25
35'	91-00	70-00	56-65	26-30
40'	—	—	66-85	31-55
45'	—	—	86-96	56-65
50'	—	—	97-00	66-85
55'	—	—	—	86-96
60'	—	—	—	97-00

Error Range

Because of how they function, semi-automatic firearms are much more susceptible to jamming and poor machining, design, or even plain old bad luck can cause a jam.

Roll	Error
01-75	0%
76	5%
77-89	10%
80-82	15%
83-85	20%
86-88	25%
89-90	30%
91-93	35%
94-96	40%
97-99	45%
00	50%

Upgrade Points

Roll	Upg
01-10	F
11-30	F B
31-60	F B 1T
61-70	F B O
71-75	F B O 1T
76-85	F B O 2T
86-95	F B O 3T
96-00	F B O 4T

Standard Equipment

The firearm will come with one magazine already in the firearm, unless it can't accept magazines. Break barrel firearms have an amount of ammunition to fill the firearm in place of a full magazine. All loaded firearms are loaded with FMJ ammunition. Stripper clips come in 2, 5, 10, or 15 round sizes and will always be the largest one without going over the firearm's capacity.

Roll	Standard Equipment
01-40	Empty firearm
41-50	1 empty magazine or stripper clip
51-60	2 empty magazines or stripper clips
61-70	Loaded firearm
71-80	1 full magazine or stripper clip
81-94	2 full magazines or stripper clips
95-97	3 full magazines or stripper clips
98-00	4 full magazines or stripper clips

Revolvers

A revolver is a repeating firearm that has a cylinder containing multiple chambers and at least one barrel for firing. Revolvers provide an advantage in the fact that a misfiring cartridge does not put a gunfighter out of commission; only a trigger pull is needed to advance to the next round. Revolvers are also generally less complicated on an end user level, being easier to maintain and operate, but much harder to repair. Revolvers, however, usually have low capacities, when compared to autoloading pistols. Revolvers themselves fall into various categories based on how they are cocked, and how they are loaded.

Action

Roll	Category
01-25	SA
26-75	DA
76-00	DAO

Cylinder Type

Roll	Category
01-25	Fixed Cylinder
26-40	Top Break
41-00	Swing Out Cylinder

Capacity

Rounds	Holdout	Backup	Full Size	Target and Hunting
2	01-10	—	—	—
3	11-20	01-10	—	—
4	21-35	11-20	01-10	—
5	36-85	21-35	11-20	01-10
6	86-90	36-85	21-35	11-45
7	91-00	86-90	36-85	46-50
8	—	91-00	86-90	51-60
9	—	—	91-00	61-70
10	—	—	—	71-89
11	—	—	—	90-95
12	—	—	—	96-00

Table 162: Revolver Capacity

Size

Size	Holdout	Backup	Full Size	Target and Hunting
D	01-25	—	—	—
T	26-75	01-60	—	—
S	76-00	61-00	01-75	01-15
M	—	—	76-00	16-85
L	—	—	—	86-00

Table 163: Revolver Size

Caliber

The round that the firearm uses. Multiple listings with a slash means that the firearm can chamber and fire any of the listed calibers.

Roll	Caliber
01-08	.22 Short
09-22	.22 LR/.22 Short
23-27	.22 WMR/.22 LR/.22 Short
28-34	7.62x38mmR
35-47	.38 Special
48-58	.357 Magnum/.38 Special
59-61	.44 Special
62-70	.44 Magnum/.44 Special
71-75	.45 Long Colt
76-79	.410 Bore/.45 Long Colt
80-82	.454 Casull/.410 Bore/.45 Long Colt
83-86	9x19mm
87-88	7.62x25mm/7.63x25mm
89-91	10mm Auto/.40 S&W
92-95	.45 ACP/.45 GAP
96-98	.50 Wyoming Express
99-00	.500 S&W Magnum/.500 S&W Special

Range

Range	Holdout	Backup	Full Sized	Target & Hunting
10'	01-10	01-05	—	—
15'	11-20	06-15	01-08	—
20'	21-35	16-35	09-15	01-08
25'	36-85	36-55	16-20	09-16
30'	86-90	56-70	21-55	17-25
35'	91-00	70-00	56-65	26-30
40'	—	—	66-85	31-55
45'	—	—	86-966	56-65
50'	—	—	97-00	66-85
55'	—	—	—	86-96
60'	—	—	—	97-00

Error Range

Unreliable revolvers are rare, but do exist.

Roll	Error
01-89	0%
90-91	5%
92	10%
93	15%
94	20%
95	25%
96	30%
97	35%
98	40%
99	45%
00	50%

Upgrade Points

Roll	Upg
01-10	F
11-30	F B
31-60	F B 1T
61-70	F B O
71-75	F B O 1T
76-85	F B O 2T
86-95	F B O 3T
96-00	F B O 4T

Standard Equipment

All loaded firearms are loaded with FMJ ammunition.

Roll	Standard Equipment
01-40	Empty firearm
41-50	1 empty speedloader
51-60	2 empty speedloaders
61-70	Loaded firearm
71-80	1 full speedloader or loose rounds
81-94	2 full speedloaders or loose rounds
95-97	3 full speedloaders or loose rounds
98-00	4 full speedloaders or loose rounds

Personal Defense Weapons

Personal Defense Weapons (PDWs) generally come in two forms: machine pistols and sub-machine guns/pistol caliber carbines.

Roll	Category
01-50	Machine Pistol
51-00	SMG/Pistol Caliber Carbine

Machine Pistols

A machine pistol is a handgun-style, often magazine-fed and self-loading firearm, capable of fully automatic or burst fire, and normally chambered for pistol cartridges. While the dividing line between machine pistols and compact submachine guns is hard to draw, the term "submachine gun" usually refers to larger automatic firearms scaled down from a full-sized machine gun to fire handgun rounds, while the term "machine pistol" usually refers to a weapon built up from a semi-automatic pistol design.

Action

Roll	Category
01-35	Open Bolt
36-00	Closed Bolt

Magazine Type

Roll	Category
01-15	Internal
16-00	Box

Rate of Fire

Roll	Category
01-15	Auto
16-25	Semi/Auto
26-45	Semi/2RB
46-65	Semi/3RB
66-75	Semi/3RB/Auto
76-85	2RB/Auto
86-95	3RB/Auto
96-00	Semi/2RB/3RB/Auto

Autofire Rate

Roll	Autofire Rate
01-33	Slow
34-66	Medium
67-100	Fast

Ammo Capacity

Roll	Rounds	Roll	Rounds
01-03	8	60-69	20
04-07	9	70-79	25
08-13	10	80-85	30
13-30	12	86-91	35
31-45	13	92-96	40
46-49	15	97-99	45
50-59	18	00	50

Size

Roll	Size
01-25	S
26-75	M
76-00	L

Caliber

The round that the firearm uses.

Roll	Caliber	Roll	Caliber
01-02	.22 Short	77-78	.357 SIG
03-08	.25 ACP	79-80	.38 Special
09-16	.22 LR	81-82	.357 Magnum
17-20	.32 ACP	83	.44 Magnum
21-28	.380 ACP	84-85	.44 Special
29-35	9x18mm PM	86-87	.44 Automag
36-38	.38 Super	88	.45 Long Colt
39-40	5.7x28mm	89	.45 Win Mag
41-50	9x19mm	90	.454 Casull
51-59	.40 S&W	91-94	.50 Action Express
60-69	.45 ACP	95-97	.50 GI
70-73	7.62x25mm Tokarev	98-99	.30 Carbine
74-76	10mm Auto	00	.45-70 Government

Range

Roll	Range	Roll	Range
01-04	15'	66-77	50'
05-08	20'	78-83	55'
09-16	25'	84-89	60'
17-25	30'	90-94	65'
26-30	35'	95-97	70'
31-55	40'	98-99	75'
56-65	45'	00	80'

Error Range

Because of how they function, semi-automatic firearms are much more susceptible to jamming and poor machining, design, or even plain old bad luck can cause a jam.

Roll	Error
01-75	0%
76	5%
77-89	10%
80-82	15%
83-85	20%
86-88	25%
89-90	30%
91-93	35%
94-96	40%
97-99	45%
00	50%

Magazine Type SMGs and pistol caliber carbines all have box magazines.

Upgrade Points

Roll	Upg
01-10	F
11-30	F B
31-60	F B 1T
61-70	F B O
71-75	F B O 1T
76-85	F B O 2T
86-95	F B O 3T
96-00	F B O 4T

Standard Equipment

The firearm will come with one magazine already in the firearm, unless it can't accept magazines. All loaded firearms are loaded with FMJ ammunition. Stripper clips come in 2, 5, 10, or 15 round sizes and will always be the largest one without going over the firearm's capacity.

Roll	Standard Equipment
01-40	Empty firearm
41-50	1 empty magazine or stripper clip
51-60	2 empty magazines or stripper clips
61-70	Loaded firearm
71-80	1 full magazine or stripper clip
81-94	2 full magazines or stripper clips
95-97	3 full magazines or stripper clips
98-00	4 full magazines or stripper clips

Sub-Machine Guns and Pistol Caliber Carbines

A sub-machine gun is an automatic carbine, designed to fire pistol cartridges. It combines the automatic fire of a machine gun with the cartridge of a pistol, which allows for controllable automatic fire in a close setting. Sub machine guns almost always have stocks, and are used like close ranged rifles. Pistol caliber carbines are sub-machine guns that can only be set to semi-automatic, and usually have longer barrels for legal reasons.

Action

Roll	Category
01-35	Open Bolt
36-00	Closed Bolt

Rate of Fire

Roll	Category
01-08	Semi
09-15	Auto
16-25	Semi/Auto
26-45	Semi/2RB
46-65	Semi/3RB
66-75	Semi/3RB/Auto
76-85	2RB/Auto
86-95	3RB/Auto
96-00	Semi/2RB/3RB/Auto

Autofire Rate

Roll	Autofire Rate
01-33	Slow
34-66	Medium
67-100	Fast

Ammo Capacity

Roll	Rounds	Roll	Rounds
01-03	8	60-69	20
04-07	9	70-79	25
08-13	10	80-85	30
13-30	12	86-91	35
31-45	13	92-96	40
46-49	15	97-99	45
50-59	18	00	50

Size

Roll	Size
01-10	S
11-75	M
76-00	L

Caliber

The round that the firearm uses.

Roll	Caliber	Roll	Caliber
01-02	.22 Short	77-78	.357 SIG
03-08	.25 ACP	79-80	.38 Special
09-16	.22 LR	81-82	.357 Magnum
17-20	.32 ACP	83-84	.44 Magnum
21-28	.380 ACP	85	.44 Special
29-35	9x18mm PM	86-87	.44 Automag
36-38	.38 Super	88	.45 Long Colt
39-40	5.7x28mm	89	.45 Win Mag
41-50	9x19mm	90	.454 Casull
51-59	.40 S&W	91-94	.50 Action Express
60-69	.45 ACP	95-97	.50 GI
70-73	7.62x25mm Tokarev	98-99	.30 Carbine
74-76	10mm Auto	00	.45-70 Government

Upgrade Points

Roll	Upg
01-10	F
11-30	F B
31-60	F B 1T
61-70	F B O
71-75	F B O 1T
76-85	F B O 2T
86-95	F B O 3T
96-00	F B O 4T

Standard Equipment

The firearm will come with one magazine already in the firearm. All loaded firearms are loaded with FMJ ammunition.

Roll	Standard Equipment
01-07	Empty Firearm, Fixed Stock
08-14	Empty Firearm, Folding Stock
15-21	Empty Firearm, Integral Stock
22-28	Empty Firearm, Fixed Stock, 1 empty magazine
29-35	Empty Firearm, Folding Stock, 1 empty magazine
36-42	Empty Firearm, Integral Stock, 1 empty magazine
43-49	Loaded Firearm, Fixed Stock
50-56	Loaded Firearm, Folding Stock
57-63	Loaded Firearm, Integral Stock
64-70	Loaded Firearm, Fixed Stock, 1 full magazine
71-77	Loaded Firearm, Folding Stock, 1 full magazine
78-84	Loaded Firearm, Integral Stock, 1 full magazine
85-91	Loaded Firearm, Fixed Stock, 2 full magazines
92-98	Loaded Firearm, Folding Stock, 2 full magazines
99-00	Loaded Firearm, Integral Stock, 2 full magazines

Range

Roll	Range	Roll	Range
01-04	15'	66-77	50'
05-08	20'	78-83	55'
09-16	25'	84-89	60'
17-25	30'	90-94	65'
26-30	35'	95-97	70'
31-55	40'	98-99	75'
56-65	45'	00	80'

Error Range

Because of how they function, semi-automatic firearms are much more susceptible to jamming and poor machining, design, or even plain old bad luck can cause a jam.

Roll	Error
01-75	0%
76	5%
77-89	10%
80-82	15%
83-85	20%
86-88	25%
89-90	30%
91-93	35%
94-96	40%
97-99	45%
00	50%

Rifles

A rifle is a firearm designed to be fired from the shoulder with a barrel that has a helical groove or pattern of grooves ("rifling") cut into the barrel wall. Rifles are split into categories by their size, accessories, actions, and use.

Roll	Category
01-25	Carbine Rifle
26-50	Assault Rifle
51-75	Battle Rifle
76-00	Anti-materiel Rifle

Carbine Rifle

A carbine is a longarm similar to, but shorter than, a rifle. Many carbines are shortened versions of full rifles, firing the same ammunition at a lower velocity due to a shorter barrel length, and as such, the range for carbines is usually less than their rifle counterparts. Because of this, carbine rifles do not suffer any penalties when fighting adjacent enemies.

Magazine Type

Roll	Magazine
01-10	Internal
11-00	Box

Rate of Fire and Action

Roll	Category
01-04	Lever Action
05-08	Pump Action
09-15	Semi
16-20	Auto
21-25	Semi/Auto
26-45	Semi/2RB
46-65	Semi/3RB
66-75	Semi/3RB/Auto
76-85	2RB/Auto
86-95	3RB/Auto
96-00	Semi/2RB/3RB/Auto

Autofire Rate

Roll	Autofire Rate
01-33	Slow
34-66	Medium
67-100	Fast

Ammo Capacity

Roll	Rounds	Roll	Rounds
01-03	5	60-69	25
04-07	6	70-79	30
08-13	7	80-85	40
13-30	8	86-91	50
31-45	10	92-96	60
46-49	15	97-99	80
50-59	20	00	100

Size

Roll	Size
01-25	M
26-00	L

Caliber

The round that the firearm uses. Multiple listings with a slash means that the firearm can chamber and fire any of the listed calibers.

Roll	Caliber
01-05	.22 LR
06-10	.17 HMR
11-15	.22 WMR
16-25	5.45x39mm
26-30	9x39mm
31-40	5.56x45mm/.223 Remington
41-47	6.8mm Remington SPC
48-52	.45 Long Colt
53-57	.357 Magnum/.38 Special
58-62	.44 Magnum/.44 Special
63-70	.30 Carbine
71-78	.30-30 Winchester
79-00	7.62x39mm

Range

Roll	Range	Roll	Range
01-16	40'	59-65	75'
17-23	45'	66-72	80'
24-30	50'	73-79	85'
31-37	55'	80-86	90'
38-44	60'	87-93	95'
45-51	65'	94-00	100'
52-58	70'		

Error Range

Because of how they function, semi-automatic firearms are much more susceptible to jamming and poor machining, design, or even plain old bad luck can cause a jam. Lever and pump action firearms are much more resistant to jamming due to their manually actuated nature.

Error	Semi/Burst/Auto	Pump/Lever
0%	01-75	01-89
5%	76	90-91
10%	77-79	92
15%	80-82	93
20%	83-85	94
25%	86-88	95
30%	89-90	96
35%	91-93	97
40%	94-96	98
45%	97-99	99
50%	00	00

Upgrade Points

Roll	Upg
01-25	F B
26-45	F B O
46-65	F B O 1T
66-85	F B O 2T
86-95	F B O 3T
96-00	F B O 4T

Standard Equipment

The firearm will come with one magazine already in the firearm, unless it can't accept magazines. All loaded firearms are loaded with FMJ ammunition. Stripper clips come in 2, 5, 10, or 15 round sizes and will always be the largest one without going over the firearm's capacity.

Roll	Standard Equipment
01-07	Empty Firearm, Fixed Stock
08-14	Folding Stock
15-21	Synthetic Stock
22-28	Fixed Stock, 1 empty magazine or stripper clip
29-35	Folding Stock, 1 empty magazine or stripper clip
36-42	Synthetic Stock, 1 empty magazine or stripper clip
43-49	Loaded Firearm, Fixed Stock
50-56	Folding Stock
57-63	Synthetic Stock
64-70	Fixed Stock, 1 full magazine or stripper clip
71-77	Folding Stock, 1 full magazine or stripper clip
78-84	Synthetic Stock, 1 full magazine or stripper clip
85-91	Fixed Stock, 2 full magazines or stripper clips
92-98	Folding Stock, 2 full magazines or stripper clips
99-00	Synthetic Stock, 2 full magazines or stripper clips

Assault Rifle

A select-fire rifle that uses an intermediate cartridge. Assault rifles are the standard infantry weapon in most modern armies.

Magazine Type

Roll	Magazine
01-10	Internal
11-00	Box

Rate of Fire and Action

Roll	Category
01-04	Lever Action
05-08	Pump Action
09-15	Semi
16-20	Auto
21-25	Semi/Auto
26-45	Semi/2RB
46-65	Semi/3RB
66-75	Semi/3RB/Auto
76-85	2RB/Auto
86-95	3RB/Auto
96-00	Semi/2RB/3RB/Auto

Autofire Rate

Roll	Autofire Rate
01-33	Slow
34-66	Medium
67-100	Fast

Ammo Capacity

Roll	Rounds	Roll	Rounds
01-03	5	60-69	25
04-07	6	70-79	30
08-13	7	80-85	40
13-30	8	86-91	50
31-45	10	92-96	60
46-49	15	97-99	80
50-59	20	00	100

Size All assault rifles are Large weapons.

Caliber

The round that the firearm uses. Multiple listings with a slash means that the firearm can chamber and fire any of the listed calibers.

Roll	Caliber
01-05	.22 LR
06-10	.17 HMR
11-15	.22 WMR
16-25	5.45x39mm
26-30	9x39mm
31-35	5.56x45mm/.223 Remington
36-40	7.92x33mm Kurz
41-47	6.8mm Remington SPC
48-52	.45 Long Colt
53-57	.357 Magnum/.38 Special
58-62	.44 Magnum/.44 Special
63-70	.30 Carbine
71-78	.30-30 Winchester
79-00	7.62x39mm

Range

Roll	Range
01-16	60'
17-32	65'
33-48	70'
49-58	75'
59-72	80'
73-79	85'
80-86	90'
87-93	95'
94-00	100'

Error Range

Because of how they function, semi-automatic firearms are much more susceptible to jamming and poor machining, design, or even plain old bad luck can cause a jam. Lever and pump action firearms are much more resistant to jamming due to their manually actuated nature.

Error	Semi/Burst/Auto	Pump/Lever
0%	01-75	01-89
5%	76	90-91
10%	77-79	92
15%	80-82	93
20%	83-85	94
25%	86-88	95
30%	89-90	96
35%	91-93	97
40%	94-96	98
45%	97-99	99
50%	00	00

Upgrade Points

Roll	Upg
01-25	F B
26-45	F B O
46-65	F B O 1T
66-85	F B O 2T
86-95	F B O 3T
96-00	F B O 4T

Standard Equipment

The firearm will come with one magazine already in the firearm, unless it can't accept magazines. All loaded firearms are loaded with FMJ ammunition. Stripper clips come in 2, 5, 10, or 15 round sizes and will always be the largest one without going over the firearm's capacity.

Roll	Standard Equipment
01-07	Empty Firearm, Fixed Stock
08-14	Folding Stock
15-21	Synthetic Stock
22-28	Fixed Stock, 1 empty magazine or stripper clip
29-35	Folding Stock, 1 empty magazine or stripper clip
36-42	Synthetic Stock, 1 empty magazine or stripper clip
43-49	Loaded Firearm, Fixed Stock
50-56	Folding Stock
57-63	Synthetic Stock
64-70	Fixed Stock, 1 full magazine or stripper clip
71-77	Folding Stock, 1 full magazine or stripper clip
78-84	Synthetic Stock, 1 full magazine or stripper clip
85-91	Fixed Stock, 2 full magazines or stripper clips
92-98	Folding Stock, 2 full magazines or stripper clips
99-00	Synthetic Stock, 2 full magazines or stripper clips

Battle Rifle

A military service rifle that fires a full power rifle cartridge. While the term is usually given to post-WWII select-fire infantry rifles, it can also be applied to older military bolt action or semi-automatic rifles. The battle rifle's power and accuracy at range are intended to engage targets at long distances, but the length and weight required make them relatively cumbersome in close-quarters combat.

Magazine Type

Battle rifles have only begun to use magazines in the last 50 years or so, prior to that they had fixed magazines that were loaded with stripper clips or one round at a time.

Roll	Magazine
01-65	Internal
66-00	Box

Rate of Fire and Action

Roll	Category
01-04	Lever Action
05-08	Pump Action
09-12	Bolt Action
13-20	Semi
21-25	Semi/Auto
26-45	Semi/2RB
46-65	Semi/3RB
66-75	Semi/3RB/Auto
76-85	2RB/Auto
86-95	3RB/Auto
96-00	Semi/2RB/3RB/Auto

Autofire Rate

Roll	Autofire Rate
01-33	Slow
34-66	Medium
67-100	Fast

Ammo Capacity

Roll	Rounds
01-15	5
16-20	6
21-25	7
26-30	8
31-45	10
46-55	15
56-65	20
66-70	25
71-00	30

Size All battle rifles are Large weapons.

Caliber

The round that the firearm uses. Multiple listings with a slash means that the firearm can chamber and fire any of the listed calibers.

Roll	Caliber
01-10	6.5x50mm Arisaka
11-20	7.62x51mm/.308 Winchester
21-30	7.5x54mm French
31-40	7.62x54mmR
41-50	.303 British
51-58	7x57mm Mauser
59-66	7.7x58mm Arisaka
67-70	.30-40 Krag
71-75	7.92x57mm Mauser
76-80	.30-06 Springfield
81-90	.300 Winchester Magnum
91-00	.338 Lapua Magnum

Range

Roll	Range
01-16	70'
17-32	75'
33-48	80'
49-58	85'
59-72	90'
73-79	95'
80-86	100'
87-93	110'
94-00	120'

Error Range

Because of how they function, semi-automatic firearms are much more susceptible to jamming and poor machining, design, or even plain old bad luck can cause a jam. Lever, pump, and bolt action firearms are much more resistant to jamming due to their manually actuated nature.

Error	Semi/Burst/Auto	Pump/Lever/Bolt
0%	01-75	01-89
5%	76	90-91
10%	77-79	92
15%	80-82	93
20%	83-85	94
25%	86-88	95
30%	89-90	96
35%	91-93	97
40%	94-96	98
45%	97-99	99
50%	00	00

Upgrade Points

Roll	Upg
01-25	F B
26-45	F B O
46-65	F B O 1T
66-85	F B O 2T
86-95	F B O 3T
96-00	F B O 4T

Standard Equipment

The firearm will come with one magazine already in the firearm, unless it can't accept magazines. All loaded firearms are loaded with FMJ ammunition. Stripper clips come in 2, 5, 10, or 15 round sizes and will always be the largest one without going over the firearm's capacity.

Roll	Standard Equipment
01-07	Empty Firearm, Fixed Stock
08-14	Folding Stock
15-21	Synthetic Stock
22-28	Fixed Stock, 1 empty magazine or stripper clip
29-35	Folding Stock, 1 empty magazine or stripper clip
36-42	Synthetic Stock, 1 empty magazine or stripper clip
43-49	Loaded Firearm, Fixed Stock
50-56	Folding Stock
57-63	Synthetic Stock
64-70	Fixed Stock, 1 full magazine or stripper clip
71-77	Folding Stock, 1 full magazine or stripper clip
78-84	Synthetic Stock, 1 full magazine or stripper clip
85-91	Fixed Stock, 2 full magazines or stripper clips
92-98	Folding Stock, 2 full magazines or stripper clips
99-00	Synthetic Stock, 2 full magazines or stripper clips

Anti-materiel Rifle

An anti-materiel rifle is a rifle designed to destroy hard targets, such as equipment, vehicles, and weapons, rather than other combatants.

Magazine Type

Roll	Magazine
01-40	Internal
41-00	Box

Rate of Fire and Action

Roll	Category
01-10	Lever
11-35	Pump
36-50	Bolt
51-00	Semi

Ammo Capacity

Rounds	Box	Int
1	01-10	01-25
2	11-15	26-40
3	15-18	41-65
4	—	66-80
5	19-45	81-00
10	46-00	—

Size

Roll	Size
01-70	H
71-00	G

Caliber

Roll	Caliber
01-15	7.92x94mm
16-31	.50 BMG
32-46	13.9x99mmB
47-61	14.5x114mm
62-77	20x124mm
78-93	20x105mm
94-00	20x102mm

Range

Roll	Range	Roll	Range
01-05	150'	51-55	250'
06-10	160'	56-60	260'
11-15	170'	61-65	270'
16-20	180'	66-70	280'
21-25	190'	71-75	290'
26-30	200'	76-80	300'
31-35	210'	81-85	310'
36-40	220'	86-90	320'
41-45	230'	91-95	330'
46-50	240'	96-00	350'

Error Range

Semi-automatic rifles are much more susceptible to jamming due to the complexities of their internal machinery.

Error	Semi	Pump/Lever/Bolt
0%	01-75	01-89
5%	76	90-91
10%	77-79	92
15%	80-82	93
20%	83-85	94
25%	86-88	95
30%	89-90	96
35%	91-93	97
40%	94-96	98
45%	97-99	99
50%	00	00

Upgrade Points

Roll	Upg
01-25	F B
26-45	F B O
46-65	F B O 1T
66-85	F B O 2T
86-95	F B O 3T
96-00	F B O 4T

Standard Equipment

The firearm will come with one magazine already in the firearm, unless it can't accept magazines. All loaded firearms are loaded with FMJ ammunition. Stripper clips come in 2, 5, 10, or 15 round sizes and will always be the largest one without going over the firearm's capacity. Because of their weight all anti-materiel rifles are equipped with a bipod.

Roll	Standard Equipment
01-07	Empty Firearm, Fixed Stock
08-14	Folding Stock
15-21	Synthetic Stock
22-28	Fixed Stock, 1 empty magazine or stripper clip
29-35	Folding Stock, 1 empty magazine or stripper clip
36-42	Synthetic Stock, 1 empty magazine or stripper clip
43-49	Loaded Firearm, Fixed Stock
50-56	Folding Stock
57-63	Synthetic Stock
64-70	Fixed Stock, 1 full magazine or stripper clip
71-77	Folding Stock, 1 full magazine or stripper clip
78-84	Synthetic Stock, 1 full magazine or stripper clip
85-91	Fixed Stock, 2 full magazines or stripper clips
92-98	Folding Stock, 2 full magazines or stripper clips
99-00	Synthetic Stock, 2 full magazines or stripper clips

Shotguns

A shotgun (also known as a scattergun and peppergun, or historically as a fowling piece) is a firearm that is usually designed to be fired from the shoulder, which uses the energy of a fixed shell to fire a number of small spherical pellets called shot, or a solid projectile called a slug.

Rate of Fire and Action

Roll	Category
01-05	Break Action
06-16	Lever Action
17-32	Pump Action
33-45	Semi
46-50	Auto
51-55	Semi/Auto
56-65	Semi/2RB
66-75	Semi/3RB
76-85	Semi/3RB/Auto
86-00	Semi/2RB/3RB/Auto

Autofire Rate

Roll	Autofire Rate
01-33	Slow
34-66	Medium
67-100	Fast

Magazine Type

Usually shotguns have a tubular internal magazine that run parallel to the barrel, though newer ones that use magazines have begun to pop up. Break action shotguns automatically have internal magazines.

Roll	Magazine
01-75	Internal
76-00	Box

Size

Roll	Size
01-15	M
16-00	L

Ammo Capacity

Rounds	Break	Box	M Int	L Int
2	01-50	01-05	01-10	01-05
3	51-75	06-10	11-35	06-14
4	76-00	11-25	36-85	15-23
5	—	26-45	86-00	24-55
6	—	—	—	56-76
7	—	—	—	77-85
8	—	46-55	—	—
10	—	56-65	—	86-95
12	—	66-75	—	—
14	—	—	—	96-00
15	—	76-89	—	—
20	—	90-98	—	—
30	—	99-00	—	—

Gauge

Roll	Caliber
01-15	.410 Bore
16-30	20 Gauge
31-85	12 Gauge
86-00	10 Gauge

Range

Roll	Range
01-16	15'
17-32	20'
33-48	25'
49-58	30'
59-72	35'
73-79	40'
80-86	45'
87-93	50'
94-97	55'
98-00	60'

Error Range

Because of how they function, semi-automatic firearms are much more susceptible to jamming and poor machining, design, or even plain old bad luck can cause a jam. Lever and pump action firearms are much more resistant to jamming due to their manually actuated nature.

Error	Semi/Burst/Auto	Pump/Lever
0%	01-75	01-89
5%	76	90-91
10%	77-79	92
15%	80-82	93
20%	83-85	94
25%	86-88	95
30%	89-90	96
35%	91-93	97
40%	94-96	98
45%	97-99	99
50%	00	00

Upgrade Points

A break action shotgun always has a number of barrel upgrade points equal to the number of barrels it has.

Roll	Upg
01-25	F *B
26-45	F *B O
46-65	F *B O 1T
66-85	F *B O 2T
86-95	F *B O 3T
96-00	F *B O 4T

Standard Equipment

The firearm will come with one magazine already in the firearm, unless it can't accept magazines. All loaded firearms are loaded with 00 Buckshot ammunition. Stripper clips come in 2, 5, 10, or 15 round sizes and will always be the largest one without going over the firearm's capacity.

Roll	Standard Equipment
01-07	Empty Firearm, Fixed Stock
08-14	Folding Stock
15-21	Synthetic Stock
22-28	Fixed Stock, 1 empty magazine or stripper clip
29-35	Folding Stock, 1 empty magazine or stripper clip
36-42	Synthetic Stock, 1 empty magazine or stripper clip
43-49	Loaded Firearm, Fixed Stock
50-56	Folding Stock
57-63	Synthetic Stock
64-70	Fixed Stock, 1 full magazine or stripper clip
71-77	Folding Stock, 1 full magazine or stripper clip
78-84	Synthetic Stock, 1 full magazine or stripper clip
85-91	Fixed Stock, 2 full magazines or stripper clips
92-98	Folding Stock, 2 full magazines or stripper clips
99-00	Synthetic Stock, 2 full magazines or stripper clips

Magazine Type

LMGs can use either box magazines or belts of ammunition. A rare few use both.

Roll	Magazine
01-45	Box
46-90	Belt
91-00	Box & Belt

Size

All LMGs are Large firearms.

Ammo Capacity

Belt-fed machine guns do not have a minimum nor maximum amount of rounds they can hold; it is determined entirely by how long the belt of ammunition is.

Roll	Box
01-05	20
06-10	30
11-25	50
26-45	60
46-55	80
56-75	100
76-95	120
96-00	150

Machine Guns

A machine gun is a fully automatic mounted or portable firearm, usually designed to fire rounds in quick succession from an ammunition belt or large-capacity magazine, typically at a rate of several hundred rounds per minute.

Machine guns are generally categorized as either light machine guns, or general purpose machine guns. Light machine guns are small enough to be fired and hand held like a rifle, but the gun is more effective when fired from a prone position, while General Purpose machine guns are almost always too heavy to be fired and held like a rifle, and are near required to be fired with support.

Category	Roll
LMG	01-50
GPMG	51-00

Light Machine Guns

Rate of Fire and Action

Roll	Category
01-45	Auto
46-60	Semi/Auto
61-70	2RB/Auto
71-80	3RB/Auto
81-95	Semi/3RB/Auto
96-00	Semi/2RB/3RB/Auto

Autofire Rate

Roll	Autofire Rate
01-33	Slow
34-66	Medium
67-100	Fast

Caliber

The round that the firearm uses. Multiple listings with a slash means that the firearm can chamber and fire any of the listed calibers.

Roll	Caliber
01-05	.22 LR
06-10	.17 HMR
11-15	.22 WMR
16-25	5.45x39mm
26-30	9x39mm
31-35	5.56x45mm/.223 Remington
36-40	7.92x33mm Kurz
41-47	6.8mm Remington SPC
58-52	.45 Long Colt
53-57	.357 Magnum/.38 Special
58-62	.44 Magnum/.44 Special
63-70	.30 Carbine
71-78	.30-30 Winchester
79-00	7.62x39mm

Range

Roll	Range
01-16	50'
17-32	55'
33-48	60'
49-58	65'
59-72	70'
73-79	75'
80-86	80'
87-93	85'
94-97	90'
98-00	100'

Error Range

Due to their high rate of fire, machine guns are very vulnerable to jamming and require constant monitoring to make sure they don't jam.

Roll	Error
01-50	0%
51-60	5%
61-79	10%
80-82	15%
83-85	20%
86-88	25%
89-90	30%
91-93	35%
94-96	40%
97-99	45%
00	50%

Upgrade Points

Roll	Upg
01-25	F B
26-45	F B O
46-65	F B O 1T
66-85	F B O 2T
86-95	F B O 3T
96-00	F B O 4T

Standard Equipment

The firearm will come with one magazine already in the firearm, unless it can't accept magazines. All loaded firearms are loaded with FMJ ammunition.

Roll	Standard Equipment
01-07	Empty Firearm, Fixed Stock
08-14	Fixed Stock, Bipod
15-28	Fixed Stock, 1 empty magazine
29-35	Fixed Stock, Bipod, 1 empty magazine
36-49	Loaded Firearm, Fixed Stock
50-56	Fixed Stock, 1 full magazine or belt
57-84	Fixed Stock, Bipod, 1 full magazine or belt
85-91	Fixed Stock, 2 full magazines or belts
92-00	Fixed Stock, Bipod, 2 full magazines or belts

Roll	Belt
01-25	30r
26-45	50r
46-65	75r
66-85	100r
86-95	150r
96-00	300r

General Purpose Machine Guns

Rate of Fire

Roll	Category
01-45	Auto
46-60	Semi/Auto
61-70	2RB/Auto
71-80	3RB/Auto
81-95	Semi/3RB/Auto
96-00	Semi/2RB/3RB/Auto

Autofire Rate

Roll	Autofire Rate
01-33	Slow
34-66	Medium
67-100	Fast

Magazine Type

All GPMGs feed from belts. Belt-fed machine guns do not have a minimum nor maximum amount of rounds they can hold; it is determined entirely by how long the belt of ammunition is.

Size

All GPMGs are Large firearms.

Caliber

The round that the firearm uses. Multiple listings with a slash means that the firearm can chamber and fire any of the listed calibers.

Roll	Caliber
01-10	6.5x50mm Arisaka
11-20	7.62x51mm/.308 Winchester
21-30	7.5x54mm French
31-40	7.62x54mmR
41-50	.303 British
51-58	7.92x57mm Mauser
59-66	7.7x58mm Arisaka
67-70	.30-40 Krag
71-80	.30-06 Springfield
81-90	.300 Winchester Magnum
91-00	.338 Lapua Magnum

Range

Roll	Range
01-16	50'
17-32	55'
33-48	60'
49-58	65'
59-72	70'
73-79	80'
80-86	90'
87-93	100'
94-97	110'
98-00	120'

Error Range

Due to their high rate of fire, machine guns are very vulnerable to jamming and require constant monitoring to make sure they don't jam.

Roll	Error
01-50	0%
51-60	5%
61-79	10%
80-82	15%
83-85	20%
86-88	25%
89-90	30%
91-93	35%
94-96	40%
97-99	45%
00	50%

Upgrade Points

Roll	Upg
01-25	F B
26-45	F B O
46-65	F B O 1T
66-85	F B O 2T
86-95	F B O 3T
96-00	F B O 4T

Standard Equipment

All loaded firearms are loaded with FMJ ammunition.

Roll	Standard Equipment	Roll	Belt
01-21	Empty Firearm, Fixed Stock	01-15	30r
22-35	Fixed Stock, Bipod	16-30	50r
36-49	Loaded Firearm, Fixed Stock	31-45	75r
50-56	Fixed Stock, 1 full belt	46-75	100r
57-84	Fixed Stock, Bipod, 1 full belt	76-85	150r
85-91	Fixed Stock, 2 full belts	86-00	300r
92-00	Fixed Stock, Bipod, 2 full belts		

Grenade Launchers

A grenade launcher or grenade discharger is a weapon that launches a grenade with more accuracy, higher velocity, and at greater distances than a soldier can throw one by hand.

Rate of Fire and Action

Roll	Category
01-35	Break
36-50	Lever
51-65	Pump
66-00	Semi

Magazine Type

Roll	Magazine
01-85	Int
86-00	Box

Size

Roll	Size
01-15	M
16-00	L

Ammo Capacity

Rounds	Break	Box	Int
1	01-25	—	—
2	26-50	01-05	01-05
3	51-75	06-10	06-14
4	76-00	11-25	15-23
5	—	26-65	24-55
6	—	66-85	56-95
8	—	86-00	96-00

Range

Roll	Range
01-16	15'
17-32	20'
33-48	25'
49-58	30'
59-72	35'
73-79	40'
80-86	45'
87-93	50'
94-97	55'
98-00	60'

Error Range

Because of how they function, semi-automatic firearms are much more susceptible to jamming and poor machining, design, or even plain old bad luck can cause a jam. Lever and pump action firearms are much more resistant to jamming due to their manually actuated nature.

Error	Semi	Pump/Lever
0%	01-75	01-89
5%	76	90-91
10%	77-79	92
15%	80-82	93
20%	83-85	94
25%	86-88	95
30%	89-90	96
35%	91-93	97
40%	94-96	98
45%	97-99	99
50%	00	00

Upgrade Points

Roll	Upg
01-25	F B
26-45	F B O
46-65	F B O 1T
66-85	F B O 2T
86-95	F B O 3T
96-00	F B O 4T

Standard Equipment

Roll	Standard Equipment
01-25	Empty Firearm, Fixed Stock
26-50	Empty Firearm, Folding Stock
51-75	Empty Firearm, Synthetic Stock
76-00	Empty Firearm, Integral Stock

Plasma Arms

A plasarm is a ranged weapon that fires a bolt of superheated plasma at a target, severely burning a hole in whatever is hit. Plasma weapons deal Plasma damage instead of Ballistic damage and behave differently from firearms. Plasarms are detailed in Advanced Arms.

Plasma Handguns

Small, concealable plasarms that provide security and firepower in a small package. Plasma handguns usually only have one emitter. With size being a major factor, the Heat ratings are some of the lowest among plasarms, sacrificing good heat transfer for size.

Size

Roll	Size
01-25	T
26-75	S
76-00	M

Emitters

Emitters focus the energy from the plasarm into shots or other types of attack.

Emitters	T	S & M
Standard	01-45	01-20
Standard/Stun	46-75	30-38
Standard/Charge	76-95	21-29
Standard/Pulse	—	39-47
Standard/Bounce	—	48-56
Standard/Stun/Charge	96-00	75-83
Standard/Bounce/Stun	—	57-65
Standard/Charge/Bounce	—	66-74
Standard/Pulse/Bounce	—	84-92
Standard/Pulse/Stun	—	92-99
Standard/Charge/Pulse	—	00

Heat

A plasarm's Heat rating indicates how much heat can be transferred into its coolant pack before it becomes too hot to use, which determines how many shots the plasarm can fire.

Heat	T	S	M
10	01-45	—	—
12	46-75	01-30	—
14	76-95	31-50	—
15	—	—	01-30
16	96-00	51-70	—
18	—	—	31-50
20	—	71-90	51-70
25	—	91-00	71-90
30	—	—	91-00

Wattage

The amount of power the plasarm emits per shot. Wattage determines the Heat rating and how much damage the plasarm deals. The number after the semicolon denotes how much is subtracted from the Heat rating.

Wattage	T	S	M
10kW	01-35; +0	01-25; +0	01-25; +0
15kW	36-55; +0	26-50; +0	26-50; +0
25kW	56-70; -3	51-75; -2	51-75; -1
35kW	71-95; -6	76-95; -4	76-95; -3
40kW	96-00; -9	96-00; -8	96-00; -5

Range

Range	T	S	M
10'	01-05	—	—
15'	06-15	01-05	—
20'	16-30	06-15	01-05
25'	31-70	16-30	06-15
30'	71-85	31-70	16-30
35'	86-95	71-85	31-70
40'	96-00	86-95	71-85
45'	—	96-00	86-95
50'	—	—	96-00

Upgrade Points

Upgrade points are dependent on how many emitters the plasarm is generated with. A plasarm can have 3 emitter upgrades at one time.

Roll	Upg
01-30	F *E
31-60	F *E 1T
61-70	F *E O
71-75	F *E O 1T
76-85	F *E O 2T
96-95	F *E O 3T
96-00	F *E O 4T

Standard Equipment

All plasarms come with one coolant pack already installed.

Roll	Standard Equipment
01-20	Plasarm
21-40	1 extra standard coolant pack
41-60	2 extra standard coolant packs
61-80	3 extra standard coolant packs
81-00	4 extra standard coolant packs

Plasma Sub-Machine Guns

Somewhat sizable plasarms that has decent energy output in a semi-compact package. Plasma SMGs usually have two emitters. Since size isn't a major issue, the heat tolerance of a plasma SMG is much better than a handgun's.

Size

Roll	Size
01-65	M
66-00	L

Emitters

Emitters focus the energy from the plasarm into shots or other types of attack.

Emitters	Roll
Standard	01-10
Standard/Charge	11-16
Standard/Stun	17-22
Standard/Pulse	23-28
Standard/Bounce	29-34
Standard/Grid	35-40
Standard/Grid/Stun	41-46
Standard/Grid/Bounce	47-52
Standard/Grid/Pulse	53-58
Standard/Grid/Charge	59-64
Standard/Bounce/Stun	65-70
Standard/Charge/Bounce	71-76
Standard/Charge/Stun	77-82
Standard/Pulse/Bounce	83-88
Standard/Pulse/Stun	89-94
Standard/Pulse/Charge	95-00

Heat

A plasarm's Heat rating indicates how much heat can be transferred into its coolant pack before it becomes too hot to use, which determines how many shots the plasarm can fire.

Heat	M	L
15	01-30	—
20	31-50	01-30
24	51-70	—
25	—	31-50
28	71-90	—
29	—	51-70
32	91-00	—
35	—	71-90
40	—	91-00

Wattage

The amount of power the plasarm emits per shot. Wattage determines the Heat rating and how much damage the plasarm deals.

Wattage	Heat	Roll
25kW	+0	01-25
35kW	-2	26-50
40kW	-5	51-75
45kW	-10	76-00

Range

Range	M	L
25'	01-05	—
30'	06-15	01-05
35'	16-30	06-15
40'	31-70	16-30
45'	71-85	31-70
50'	86-95	71-85
55'	96-00	86-95
60'	—	96-00

Upgrade Points

Upgrade points are dependent on how many emitters the plasarm is generated with. A plasarm can have 3 emitter upgrades at one time.

Roll	Upg
01-30	F *E
31-60	F *E 1T
61-70	F *E O
71-75	F *E O 1T
76-85	F *E O 2T
96-95	F *E O 3T
96-00	F *E O 4T

Standard Equipment

All plasarms come with one coolant pack already installed.

Roll	Standard Equipment
01-20	Plasarm
21-40	1 extra standard coolant pack
41-60	2 extra standard coolant packs
61-80	3 extra standard coolant packs
81-00	4 extra standard coolant packs

Plasma Rifles

Plasma rifles combine relatively high Heat ratings with decent energy output and are the backbone of plasma weapons.

Roll	Type
01-50	Plasma Rifle
51-00	Plasma Sniper Rifle

Size All plasma rifles/sniper rifles are Large weapons.

Emitters

Emitters focus the energy from the plasarm into shots or other types of attack.

Emitters	Roll
Standard	01-04
Standard/Charge	05-08
Standard/Stun	09-12
Standard/Pulse	13-16
Standard/Bounce	17-20
Standard/Grid	21-24
Standard/Power Conserve	25-28
Standard/Grid/Stun	29-32
Standard/Grid/Bounce	33-36
Standard/Grid/Pulse	37-40
Standard/Grid/Charge	41-44
Standard/Power Conserve/Stun	45-48
Standard/Power Conserve/Bounce	49-52
Standard/Power Conserve/Pulse	53-56
Standard/Power Conserve/Charge	57-60
Standard/Power Conserve/Grid	61-64
Standard/Bounce/Stun	65-68
Standard/Charge/Bounce	69-72
Standard/Charge/Stun	73-76
Standard/Pulse/Bounce	77-80
Standard/Pulse/Stun	81-84
Standard/Charge/Pulse	85-00

Range

Rifle	Roll
40'	01-16
45'	17-32
50'	33-48
55'	49-58
60'	59-72
65'	73-79
70'	80-86
75'	87-93
80'	94-00

Sniper Rifle	Roll	Sniper Rifle	Roll
75'	01-05	475'	51-55
100'	06-10	500'	56-60
150'	11-15	525'	61-65
200'	16-20	550'	66-70
250'	21-25	575'	71-75
300'	26-30	600'	76-80
350'	31-35	625'	81-85
400'	36-40	650'	86-90
425'	41-45	675'	91-95
450'	46-50	700'	96-00

Heat

A plasarm's Heat rating indicates how much heat can be transferred into its coolant pack before it becomes too hot to use, which determines how many shots the plasarm can fire.

Heat	Roll
35	01-30
40	31-50
45	51-70
50	71-90
55	91-00

Wattage

The amount of power the plasarm emits per shot. Wattage determines the Heat rating and how much damage the plasarm deals.

Wattage	Heat	Roll
25kW	+0	01-12
35kW	+0	13-24
40kW	-2	25-36
45kW	-4	37-48
50kW	-8	49-60
65kW	-15	61-72
75kW	-20	73-84
90kW	-25	85-96
100kW	-30	97-00

Upgrade Points

Upgrade points are dependent on how many emitters the plasarm is generated with. A plasarm can have 3 emitter upgrades at one time.

Roll	Upg
01-30	F *E
31-60	F *E 1T
61-70	F *E O
71-75	F *E O 1T
76-85	F *E O 2T
96-95	F *E O 3T
96-00	F *E O 4T

Standard Equipment

All plasarms come with one coolant pack already installed.

Roll	Standard Equipment
01-20	Plasarm
21-40	1 extra standard coolant pack
41-60	2 extra standard coolant packs
61-80	3 extra standard coolant packs
81-00	4 extra standard coolant packs

Laser Arms

A lasarm is a ranged weapon that fires a bolt of superheated plasma at a target, severely burning a hole in whatever is hit. Laser weapons deal Plasma damage instead of Ballistic damage and behave differently from firearms. Laser weapons are detailed in Advanced Arms.

Laser Handguns

Small, concealable lasarms that provide security and firepower in a small package. Laser handguns usually only have one emitter. With size being a major factor, the Heat ratings are some of the lowest among lasarms, sacrificing good heat transfer for size.

Size

Roll	Size
01-25	T
26-75	S
76-00	M

Emitters

Emitters focus the energy from the lasarm into beams or other types of attack.

Emitters	T	S/M
Standard	01-65	01-20
Standard/Charge	66-00	21-29
Standard/Scour	—	30-38
Standard/Pulse	—	39-47
Standard/Focus	—	48-56
Standard/Focus/Scour	—	57-65
Standard/Charge/Focus	—	66-74
Standard/Charge/Scour	—	75-83
Standard/Pulse/Focus	—	84-92
Standard/Pulse/Scour	—	93-99
Standard/Charge/Pulse	—	00

Heat

A lasarm's Heat rating indicates how much heat can be transferred into its coolant pack before it becomes too hot to use, which determines how many shots the lasarm can fire.

Heat	T	S	M
10	01-45	—	—
12	46-75	01-30	—
14	76-95	31-50	—
15	—	—	01-30
16	96-00	51-70	—
18	—	—	31-50
20	—	71-90	51-70
25	—	91-00	71-90
30	—	—	91-00

Wattage

The amount of power the lasarm emits per shot. Wattage determines the Heat rating and how much damage the lasarm deals. The number after the semicolon denotes how much is subtracted from the Heat rating.

Wattage	T	S	M
10kW	01-30; +0	01-30; +0	01-30; +0
15kW	31-40; +0	31-40; +0	31-40; +0
25kW	41-50; -1	41-50; +0	41-50; +0
35kW	51-60; -2	51-60; -1	51-60; +0
40kW	61-70; -4	61-70; -2	61-70; -1
45kW	71-80; -5	71-80; -4	71-80; -3
50kW	81-90; -8	81-90; -8	81-90; -4
65kW	91-00; -10	91-00; -9	91-00; -5

Range

Range	T	S	M
5'	01-05	01-05	—
10'	06-15	06-15	01-05
15'	16-30	16-30	06-15
20'	31-70	31-70	16-30
25'	71-85	71-85	31-70
30'	86-00	96-95	71-85
35'	—	96-00	96-95
40'	—	—	96-00

Upgrade Points

Upgrade points are dependent on how many emitters the lasarm is generated with. A lasarm can have 2 emitter upgrades at one time.

Roll	Upg
01-30	F *E
31-60	F *E 1T
61-70	F *E O
71-75	F *E O 1T
76-85	F *E O 2T
96-95	F *E O 3T
96-00	F *E O 4T

Standard Equipment

All lasarms come with one coolant pack already installed.

Roll	Standard Equipment
01-20	Lasarm
21-40	1 extra standard coolant pack
41-60	2 extra standard coolant packs
61-80	3 extra standard coolant packs
81-00	4 extra standard coolant packs

Beamcasters

Beamcasters are the most common laser weapon. While laser pistols function similarly like their firearm and plasma counterparts; beamcasters are closer to shotguns than rifles. They cast a large, powerful laser that is more pointed at a target than aimed. Like all laser weapons their power depreciates with range, causing less damage the further away the target is.

Size

Roll	Size
01-40	M
41-00	L

Emitters

Emitters focus the energy from the lasarm into beams or other types of attack.

Emitters	M/L
Standard	01-20
Standard/Charge	21-29
Standard/Scour	30-38
Standard/Pulse	39-47
Standard/Focus	48-56
Standard/Focus/Scour	57-65
Standard/Charge/Focus	66-74
Standard/Charge/Scour	75-83
Standard/Pulse/Focus	84-92
Standard/Pulse/Scour	92-99
Standard/Charge/Pulse	00

Heat

A lasarm's Heat rating indicates how much heat can be transferred into its coolant pack before it becomes too hot to use, which determines how many shots the lasarm can fire.

Heat	M	L
14	01-30	—
17	31-50	—
19	51-70	—
22	71-90	—
25	91-00	01-30
30	—	31-50
35	—	51-70
40	—	71-90
45	—	91-00

Wattage

The amount of power the lasarm emits per shot. Wattage determines the Heat rating and how much damage the lasarm deals. The number after the semicolon denotes how much is subtracted from the Heat rating.

Wattage	M	L
25kW	01-12; +0	01-12; +0
35kW	13-24; +0	13-24; +0
40kW	25-36; -1	25-36; +0
45kW	37-48; -3	37-48; -2
50kW	49-60; -4	49-60; -4
65kW	61-72; -8	61-72; -8
75kW	73-84; -10	73-84; -13
90kW	85-96; -11	85-96; -18
100kW	97-99; -12	97-99; -20
120kW	00; -13	00; -24

Range

Range	M	L
25'	01-16	—
30'	17-32	—
35'	33-48	01-16
40'	49-70	17-32
45'	71-81	33-48
50'	82-90	49-70
55'	91-95	71-81
60'	96-00	82-90
65'	—	91-95
70'	—	96-00

Upgrade Points

Upgrade points are dependent on how many emitters the lasarm is generated with. A lasarm can have 2 emitter upgrades at one time.

Roll	Upg
01-30	F *E
31-70	F *E O
71-75	F *E O 1T
76-85	F *E O 2T
96-95	F *E O 3T
96-00	F *E O 4T

Standard Equipment

All lasarms come with one coolant pack already installed.

Roll	Standard Equipment
01-20	Lasarm
21-40	1 extra standard coolant pack
41-60	2 extra standard coolant packs
61-80	3 extra standard coolant packs
81-00	4 extra standard coolant packs

ELM Guns

The Explosive Lased Media (ELM) gun is a lasarm that fires a large ordnance laser that superheats the target and causes a large explosion in a 10 foot radius. Because of the power required to fire them, they generate large amounts of heat and are mostly made as single shot weapons. For the purposes of feats and rules, ELM guns are considered to be grenade launchers.

Size All ELM guns are Large weapons.

Emitters ELM Guns can only have the standard emitter.

Heat

A lasarm's Heat rating indicates how much heat can be transferred into its coolant pack before it becomes too hot to use, which determines how many shots the lasarm can fire.

Heat	Roll
1	01-45
2	46-55
3	56-65
4	76-85
5	86-95
6	96-00

Wattage

The amount of power the lasarm emits per shot. Wattage determines how much damage the lasarm deals.

Wattage	Roll
75kW	01-40
90kW	41-50
100kW	51-60
120kW	61-70
135kW	71-80
165kW	81-90
180kW	91-99
200kW	00

Range

Range	Roll
40'	01-16
45'	17-32
50'	33-48
55'	49-58
60'	59-72
65'	73-79
70'	80-86
75'	87-93
80'	94-00

Upgrade Points

Roll	Upg
01-30	F
31-60	F 1T
61-70	F O
71-75	F O 1T
76-85	F O 2T
96-95	F O 3T
96-00	F O 4T

Standard Equipment

All lasarms come with one coolant pack already installed.

Roll	Standard Equipment
01-20	Lasarm
21-40	1 extra standard coolant pack
41-60	2 extra standard coolant packs
61-80	3 extra standard coolant packs
81-00	4 extra standard coolant packs

Electric Arms

Electric Handguns

Small, concealable elarms that provide security and firepower in a small package. Electric handguns usually only have one emitter, but can have more. With size being a major factor, the Heat ratings are comparable to lasarms, sacrificing good heat transfer for size.

Size

Roll	Size
01-25	T
26-75	S
76-00	M

Emitters

Emitters focus the energy from the elarm into other kinds of electricity.

Emitters	M/L
Standard	01-25
Standard/Ball	26-50
Standard/Fan	51-75
Standard/Fan/Ball	74-00

Heat

A lasarm's Heat rating indicates how much heat can be transferred into its coolant pack before it becomes too hot to use, which determines how many shots the elarm can fire.

Heat	T	S	M
10	01-45	—	—
12	46-75	01-30	—
14	76-95	31-50	—
15	—	—	01-30
16	96-00	51-70	—
18	—	—	31-50
20	—	71-90	51-70
25	—	91-00	71-90
30	—	—	91-00

Wattage

The amount of power the elarm emits per shot. Wattage determines the Heat rating and how much damage the elarm deals. The number after the semicolon denotes how much is subtracted from the Heat rating.

Wattage	T	S	M
10kW	01-30; +0	01-30; +0	01-30; +0
15kW	31-40; +0	31-40; +0	31-40; +0
25kW	41-50; -1	41-50; +0	41-50; +0
35kW	51-60; -2	51-60; -1	51-60; +0
40kW	61-70; -4	61-70; -2	61-70; -1
45kW	71-80; -5	71-80; -4	71-80; -3
50kW	81-90; -8	81-90; -8	81-90; -4
65kW	91-00; -10	91-00; -9	91-00; -5

Range

Range	T	S	M
5'	01-05	01-05	—
10'	06-15	06-15	01-05
15'	16-30	16-30	06-15
20'	31-70	31-70	16-30
25'	71-85	71-85	31-70
30'	86-00	96-95	71-85
35'	—	96-00	96-95
40'	—	—	96-00

Upgrade Points

Upgrade points are dependent on how many emitters the elarm is generated with. An elarm can have 2 emitter upgrades at one time.

Roll	Upg
01-30	F *E
31-60	F *E 1T
61-70	F *E O
71-75	F *E O 1T
76-85	F *E O 2T
96-95	F *E O 3T
96-00	F *E O 4T

Standard Equipment

All elarms come with one coolant pack already installed.

Roll	Standard Equipment
01-20	Elarm
21-40	1 extra standard coolant pack
41-60	2 extra standard coolant packs
61-80	3 extra standard coolant packs
81-00	4 extra standard coolant packs

Electric Rifles

Electric rifles combine relatively low Heat ratings with high energy output and are the backbone of electric weapons.

Roll	Type
01-50	Plasma Rifle
51-00	Plasma Sniper Rifle

Size All Electric rifles are Large weapons.

Emitters

Emitters focus the energy from the elarm into shots or other types of attack.

Emitters	M/L
Standard	01-25
Standard/Ball	26-50
Standard/Fan	51-75
Standard/Fan/Ball	74-00

Heat

An elarm's Heat rating indicates how much heat can be transferred into its coolant pack before it becomes too hot to use, which determines how many shots the elarm can fire.

Heat	Roll
35	01-30
40	31-50
45	51-70
50	71-90
55	91-00

Wattage

The amount of power the elarm emits per shot. Wattage determines the Heat rating and how much damage the elarm deals.

Wattage	Heat	Roll
25kW	+0	01-12
35kW	+0	13-24
40kW	-2	25-36
45kW	-4	37-48
50kW	-8	49-60
65kW	-15	61-72
75kW	-20	73-84
90kW	-25	85-96
100kW	-30	97-00

Range

Rifle	Roll
40'	01-16
45'	17-32
50'	33-48
55'	49-58
60'	59-72
65'	73-79
70'	80-86
75'	87-93
80'	94-00

Upgrade Points

Upgrade points are dependent on how many emitters the alarm is generated with. An alarm can have 2 emitter upgrades at one time.

Roll	Upg
01-30	F *E
31-60	F *E 1T
61-70	F *E O
71-75	F *E O 1T
76-85	F *E O 2T
96-95	F *E O 3T
96-00	F *E O 4T

Standard Equipment

All alarm come with one coolant pack already installed.

Roll	Standard Equipment
01-20	Elarm
21-40	1 extra standard coolant pack
41-60	2 extra standard coolant packs
61-80	3 extra standard coolant packs
81-00	4 extra standard coolant packs

Ammunition and Equipment

Amount

How much ammunition the players find. A box of rifle or machine gun ammunition is 20 rounds, and a box of handgun or PDW ammunition is 50 rounds. A box of shelled ammo is 30 rounds.

Roll	Amount
01-20	One half box
21-40	One full box
41-60	Two full boxes
61-80	Three full boxes
81-00	Four full boxes

Cased Ammunition

All ammunition found will be for firearms the players currently possess, so determining caliber is unnecessary.

Roll	Type	Roll	Type
01-05	FMJ	51-55	SJSP
06-10	JHP	56-60	Wadcutter
11-15	AP	61-65	Semi-wadcutter
16-20	Incendiary	66-70	Exploding
21-25	Frangible	71-75	Solid
26-30	Non-lethal	76-80	Rat Shot
31-35	Match Grade	81-85	Cold
36-40	Tracer	86-90	Acid
41-45	Blank	91-95	Electric
46-50	SJHP	96-00	Gel

Shell Ammunition

All ammunition found will be for firearms the players currently possess, so determining caliber is unnecessary.

Roll	Type	Roll	Type
01-04	00 Buckshot	53-55	Mini 00 Buckshot
05-07	#4 Buckshot	56-58	Mini Slugs
08-10	#9 Birdshot	59-61	Tracer
11-13	#6 Birdshot	62-64	Flechette
14-16	#3 Birdshot	65-67	Explosive
17-19	Non-lethal Rubber Ball	68-70	OC Shell
20-22	Non-lethal Beanbag	71-73	Flamethrower
23-25	Non-lethal Rock Salt	74-76	Flare
26-28	Slug	77-79	Strung Buck
29-31	Saboted Slug	80-82	Wax Slug
32-34	AP Slug	83-85	Magnum 00 Buckshot
35-37	Frangible #6 Birdshot	86-88	Magnum #4 Buckshot
38-40	Frangible #3 Birdshot	89-91	Magnum #9 Birdshot
41-43	Frangible 00 Buckshot	92-94	Magnum #6 Birdshot
44-46	Blank	95-97	Magnum #3 Birdshot
47-49	Breaching	98-00	Magnum Slug
50-52	Stun		

Grenade Ammunition

Amount

How much ammunition the players find. A box of grenade ammunition is 6 rounds.

Roll	Amount
01-20	One third box
21-40	One half box
41-60	One full box
61-80	Two full boxes
81-00	Three full boxes

Roll	Type	Roll	Type
01-05	Fragmentation	51-55	Thermobaric
06-10	High Explosive	56-60	Grapnel
11-15	HEDP	61-65	Hornet's Nest
16-20	Tear Gas	66-70	Taser
21-25	Smoke	71-75	Razor Wire
26-30	Beehive	76-80	Plasma
31-35	Foam Slug	81-85	EMP
36-40	Buckshot	86-90	Acid
41-45	Flare	91-95	Cryo
46-50	Airburst	96-00	Sonic

Coolant Packs

Amount

How many coolant packs the players find. A box of coolant packs is 6 packs.

Roll	Amount
01-20	One third box
21-40	One half box
41-60	One full box
61-80	Two full boxes
81-00	Three full boxes

Roll	Type
01-20	Standard
21-40	QuickCool
41-60	High Efficiency
61-80	EXArmorCool
81-00	QCArmorCool

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